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PREFACE

This 11th Edition of the "Tool Kit" contains a graphic summary of acquisition policies and managerial skills frequently required by DoD program managers. It is a current version of a "Tool Box" that was first developed by Mr. Charles F. Schied of PMC 92-1. For convenience, it is sized for insertion into a 3-hole, 5-1/2" x 8-1/2" "Day Runner." The information was extracted from material presented by the Defense Acquisition University (DAU) in the Intermediate Systems Acquisition Course (ISAC) and Advanced Program Management Course (APMC). It reflects the January 2001 changes to DoDD 5000.1 and DoDI 5000.2, and the June 2001 changes to DoD 5000.2-R. Material from the DAU Acker Library & Learning Resource Center was also used.

Users of the "Tool Kit" are reminded that this summary is a guide only and should not be used as a substitute for official policy guidance. Periodic review of official policy guidance is recommended.

ACKNOWLEDGMENTS

As Sponsor of the "Tool Kit" I wish to recognize the following members of the Defense Acquisition University (DAU) faculty and staff for their input to this 11th Edition: Maj Norman Patnode, USAF, and Mr. Bill Bahnmaier of the Program Management and Leadership Department (PML) on the Capital/Northeast Regional Campus, who coordinated the input and editing of material from various DAU departments; Mr. Eduard Boyd of the Visual Arts Department for his support in preparing and editing drafts for printing, and Mr. Greg Caruth and Ms. Debbie Gonzalez of the same Department for their detailed proofing of the final drafts. Other significant contributors were Mr. John Kelley, PML Department; Ms. Leslie Deneault, CM Department; Ms. Miriam Cohe, BCEFM Department: Mr. Richard Kwatnoski, Executive and International Department; and Mr. John Claxton, Dr. John Snoderly, Mr. Ed Verchot, Mr. George Prosnik, Mr. Larry Heller, Maj Mark McNabb, USAF, and LTC Ming Chang, USA of the Technology and Engineering Department. I also want to thank Mr. Tim Shannon, Dean of the Capital/Northeast Regional Campus for both his encouragement and support for this effort.

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Program Management

Charles B lochane

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/ ACQUISITION MANAGEMENT

- Things that make you go "Hmmm?..."
 - "The only thing most auditors fix is the blame."
 - "Experience is something you got just after you needed it."
 - "People are smarter than they look; listen to them."
 - "The last 10 percent of the performance sought generates one-third of the cost and two-thirds of the problems."
 - "Never open a can of worms unless you want to go fishing."
 - "Those who believe it cannot be done will you please get out of the way of those who are busy doing it."
- · Things we should always remember.
 - "Be honest in everything you say, write and do."
 - "Be good to your people, and they will be good to you."
 - "Forgiveness is easier to obtain than permission."
 - "Keep everyone informed; when in doubt, coordinate."
 - "Be the first to deliver bad news."
 - "Bad news does not get any better with time."
 - "If you are sitting at your desk, you are not managing your program."

THE PROGRAM MANAGER'S BILL OF RIGHTS AND RESPONSIBILITIES

RIGHTS:

Program Managers have the RIGHT to:

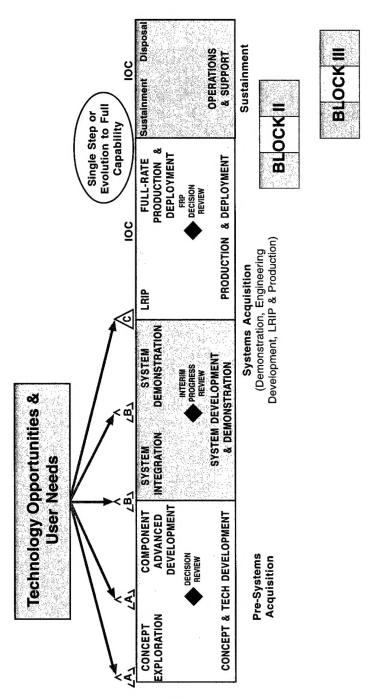
- A single, clear line of authority from the Defense Acquisition Executive.
- Authority commensurate with their responsibilities.
- Timely decisions by senior leadership.
- Be candid and forthcoming without fear of personal consequences.
- Speak for their program and have their judgments respected.
- The best available training and experience for the job.
- Adequate financial and personnel resources.

RESPONSIBILITIES:

Program Managers have the RESPONSIBILITY to:

- Accept program direction from acquisition executives and implement it expeditiously and conscientiously.
- Manage their programs to the best of their abilities within approved resources.
- Be customer-focused and provide the user with the best, most cost-effective systems or capabilities.
- Innovate, strive for optimal solutions, seek better ways to manage, and provide lessons-learned to those who follow.
- Be candid about program status, including risks and problems as well as potential solutions and likely outcomes.
- Prepare thorough estimates of financial and personnel resources that will be required to manage the program.
- Identify weaknesses in the acquisition process and propose solutions.

DEFENSE ACQUISITION DECISION REVIEWS & PHASES



ACQUISITION CATEGORIES (ACAT)

ACAT 1D: • DAB Review

Major Defense Acq Pgms

Designated by DAE

• Decision by DAE

\$365M RDT&E or \$2.190B Procurement (FY00 Constant \$)

ACAT IC: • Component Review

Designated by DAE

• Decision by Svc Sec/CAE

ACAT IAM: • ITOIPT Review

Major AIS Acq Pgms • Designated by ASD(C3I)

• Decision by ASD(C3I)

\$378M Life Cycle Cost or \$126M Total Prog. Cost or \$32M Prog. Cost in any single year

(FY00 Constant \$)

ACAT IAC: • Component Review

Designated by ASD(C3I)

· Decision made by Comp.

Chief Information Officer

ACAT II:*

• Does Not Meet ACAT I Criteria

Major

Systems

• Designated by Svc Sec/CAE

• Decision by Svc Sec/CAE

\$140M RDT&E or \$660M Procurement (FY00 Constant \$)

ACAT III: • Does Not Meet ACAT I, IA or II Criteria

No Fiscal Criteria

All Others (except for Army · Designated IAW Component policy

Navy, USMC)

· Decision at lowest appropriate Level

ACAT IV: • Not otherwise designated ACAT I, IA, II or III

Army Navy

USMC

• Designated IAW Component Policy

• Navy/USMC ACAT IVT/IVM

· Decision at lowest appropriate level

See AR 70-1 (Army) & SECNAVINST 5000.2B (Navy and Marine Corps)

^{*}Army has an ACAT IIA for AIS reviewed at Army CIO level

ACQUISITION STRATEGY ELEMENTS

DoD 5000.2-R, June 2001

- · Requirements
 - Approved Source Docs
 - Status of In-process Source Docs
- Program Structure
- Acquisition Approach
- Risk
- Program Management
- Resources
 - Advance Procurement
 - . PMO Staffing & Support
- Info Sharing & DoD Oversight
- IDE
- Tech Reps at Contractor Facilities
- Government Property In Possession of Contractors
- Tailoring & Streamlining
 - Requests for Relief or Exemption
 - · Applying Best Practices
- Planning for Modeling & Simulation
- Independent Expert Review of Software Intensive Programs
- Design Considerations
 - Open Systems
 - Interoperability
 - Information Interoperability
 - · Other-than Info Interoperability
 - IT Supportability
 - Protection of Critical Program Info & Anti-Tamper Provisions
- Support Strategy
 - Product Support
 - Management Planing
 - Integration
 - Source of Support
 - Depot Maintenance
 - Supply
 - · Contractor Log Support
 - Human Sys Integration
 - Environ Safety & Occupational Health
 - Demil & Disposal
 - Life Cycle Support Oversight
 - Post Deployment Evaluation

- · Business Strategy
 - Competition
 - Fostering a Competitive Environment
 - Competition Advocates
 - Ensuring Future Competition
 - Building Competition Into Strategies
 - Acquisition Phases
 - Evolutionary Acquisition
 - Industry Involvement
 - Potential Obstacles
 - Exclusive Teaming
 - Sub-Tier Competition
 - Potential Sources
 - Market Research
 - Commercial & NDI
 - Dual-Use Tech & Comm Plants
 - Industrial Capability
 - SBIR Technologies
 - International Cooperation
 - Cooperative Strategy
 - Interoperability
 - Compliance
 - Testing Required for Foreign Military Sales
 - Contract Approach
 - Major Contracts Planned
 - Contract Type
 - Contract Incentives
 - Performance Mgmt
 - · Integrated Baseline Reviews
 - Special Terms & Conditions
 - Warranties
 - Component Breakout
 - Leasing

From DoDI 5000.2, Encl 3, Table 1

- Partnering Analysis
- · Make or Buy Analysis
- Core Logistics Analysis/Source of Supply Analysis

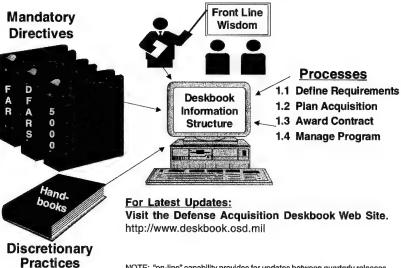
ACQUISITION EXCELLENCE INITIATIVES

- Integrated Product and Process Development and Integrated Product Teams
- Movement from Detailed Design Specifications and Process Standards to Performance and/or Commercial Specifications
- Single Process Initiative
- DoD Cost/Schedule Control System Criteria Replaced by Industry Standard Guidelines for Earned Value Management System (EVMS)
- Commercial and Non-Developmental Item Acquisition and Practices
- Cost As an Independent Variable (CAIV)
- Open Systems Design and Interoperability
- Defense Acquisition Deskbook
- Defense Acquisition Pilot Programs
- Implementation of Federal Acquisition Streamlining Act (FASA),
 Federal Acquisition Reform Act (FARA) and Information Technology Management Reform Act (ITMRA);
 (latter two are now known as Clinger-Cohen Act)
- Electronic Commerce/Electronic Data Interchange
- Collection and Use of Past Performance Information
- Advanced Concept Technology Demonstrations (ACTD)
- Acquisition Reform Benchmarking Initiative
- Acquisition Workforce Personnel Demonstration Program
- Contract Administration Reform
- Procurement Process Reform
- Performance Based Service Contracting
- Logistics Transformation
- Alternative Disputes Resolution
- Price Based Acquisition
- Total Ownership Costs (TOC)

PLANNING TO SUPPORT ACQUISITION PROCESS

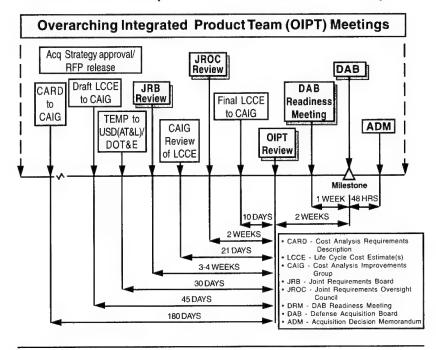
- Planning to support the acquisition process is accomplished within the Integrated Product and Process Development (IPPD) environment.
- Program plans are for use by the PM and the integrated product teams (IPTs) that support the PM and are discretionary.
- There are four exceptions where specific plans are required: Acquisition Plan required by the FAR/DFARS; Program Protection Plan; Command, Control Communications, Computers and Intelligence. (C4I) Support Plan and TEMP -- the latter three are required by DoDI 5000.2.
- Typically, the following areas will require some level of program office planning:
- Acquisition Strategy (page 5)
- Systems Engineering
- Logistics Support/Post Prod Spt
- Program Protection
- Training Development
- Technology Assessment & Control Integrated Testing
- Risk Management
- Computer/Software Devel/PDSS
- Human Systems Integration
- Deployment/Fielding
- Manufacturing

THE DEFENSE ACQUISITION DESKBOOK



NOTE: "on-line" capability provides for updates between quarterly releases.

DAB TIMELINE (MILESTONES B, C & FRP DR)



MILESTONE DECISION INFORMATION — A POSSIBLE CONSTRUCT

- 1 WHY?

 Threat
 Capability
- 2 WHAT ?
 Requirement
 Analysis of Alternatives
- 3 HOW ?

 Acquisition Strategy

- 4 RISKS ?
 Risk Mgmt Plan
 T&E Plan
 T&E Results
- 5 COST?

 CAIV Objectives

 LCCE

 ICE
- 6 MANAGEMENT ?
 PMO Structure
 IPT Structure
 WIPT OIPT Structure

- 7 AGREEMENT?

 APB
 ADM
 Exit Criteria
- Have I Presented All Necessary Information?
- Does the Info Flow Logically?
- Is the Info Clear and Accurate ?
- Is it Concise, Executive-Level?



INFORMATION FOR DECISION REVIEWS

Information		Decision/Reviews				
(DoDI 5000.2 unless otherwise noted)	Α	DR	В	IPR	С	FRP
Acquisition Decision Memorandum (ADM)	Х	Х	Χ	Х	Х	Х
Acquisition Program Baseline (APB)		Note 1	Х		Х	Χ
Acquisition Strategy (28 major elements) (See pg 5)		Note 1	Х		X	Χ
Affordability Assessment			Х		X	
Analysis of Multiple Concepts	Х					
Analysis of Alternatives (AOA)			Х		Note 3	
Application for Frequency Allocation			Х		Х	
Beyond LRIP Report (note 2)						Χ
C4 Integrated Support Plan		Note 1	Х		Х	
Clinger-Cohen Act Compliance (all IT)		Note 1	Х		X	Х
Compliance with Strategic Plan			Х		Х	
Component Cost Analysis (MAIS; optional MDAP)			Х			Χ
Consideration of Technological Issues	Х		Х		X	
Cooperative Opportunities			Х		X	Х
Cost Analysis Requirements Description (MDAPs)			Х		X	Χ
Analysis Economic (MAIS)			Х			
Exit Criteria	Х	Χ	Х	Χ	X	Х
Independent Cost Estimate (MDAPs; n/a AIS)			Х		X	Х
Independent Technology Assessment			Х		Х	
Interoperability Certification						Χ
IT Certification (MAIS)		Χ	Х		X	Χ
Live Fire T&E Waiver (covered systems)(note 2)			Χ			
Live Fire T&E Report (covered systems)(note 2)						Х
LRIP Quantities			Х			
Manpower Estimate (MDAPs)			Х			Χ
Market Research	Х		Х			
Mission Need Statement (MNS)	X					
National Environmental Policy Act Schedule		Note 1	Х		Х	Χ
Operational Requirements Document (ORD)			Х		Х	
Operational Test & Evaluation Results			Χ		Х	Χ
Post Deployment Performance Review					X	
Program Protection Plan			Х		Х	
Programmatic Environ, Safety & Occupational Health			Note 4			
Registration of Msn Critical & Msn Essential Info Sys		Note 1	Note 1		Note 1	
System Threat Assessment (n/a AIS)			Х		Х	
Selected Acquisition Report (MDAPs)		Note 1	Х		Х	Х
Test & Evaluation Master Plan (TEMP)	Note 5		Х		Х	Х

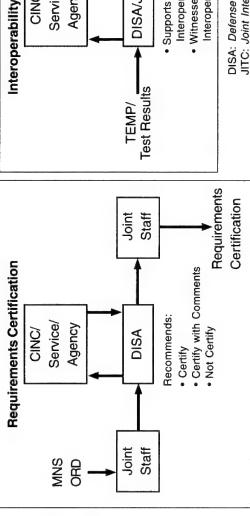
- At entry to CAD if CAD is program initiation.
 OSD T&E Oversight programs.
 If no MS B, then at MS C.
 The PESHE document is normally due at MS B (see DoD 5000.2-R, chapter 5).
 Eval strategy for MNS capabilities due 180 days after MS A.

C4ISR INTEROPERABILITY DoD Policy: (CJCSI 6212.01B)

- All C4I systems developed for use by U.S. forces are considered to be for Joint use.
- All C4I requirements shall be reviewed/updated at every milestone.
- Joint Staff will certify all MNS & ORDs for conformance with Joint C43I Policy & Doctrine, architectural integrity, and Interoperability standards.

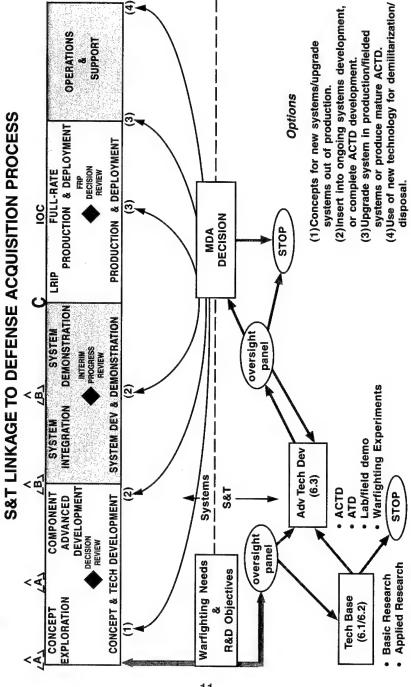
DAU PROGRAM MANAGERS TOOL KIT

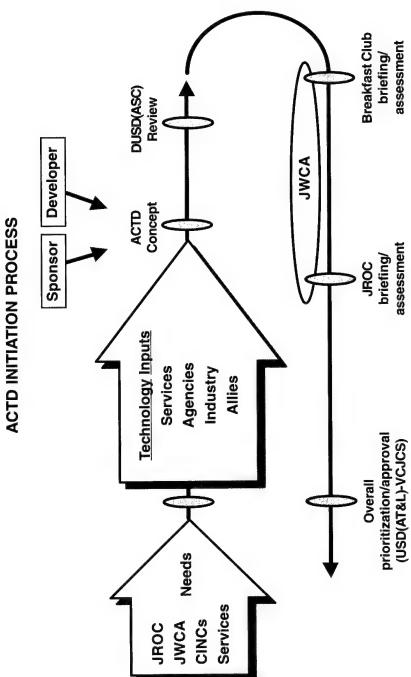
Certification



Interoperability Certification Interoperability test issues Interoperability Certification Supports clarification of Witnesses/conducts Interoperability tests **DISA/JITC** Service/ Agency CINC/

DISA: Defense Information Systems Agency JITC: Joint Interoperability Test Command





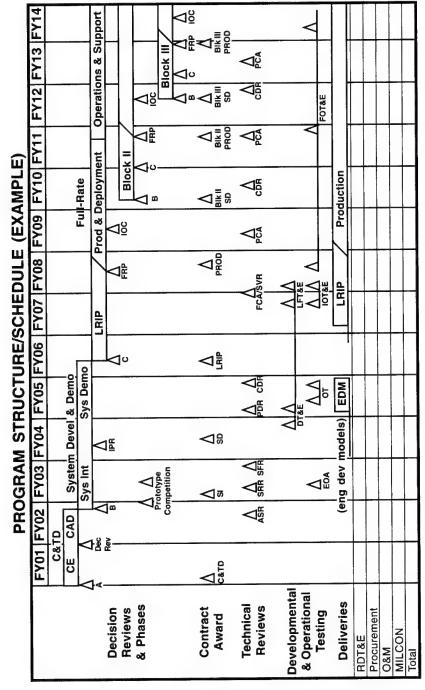
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ACQUISITION PROGRAM VS. ATD & ACTD

	Acquisition	Advanced Technology	Advanced ConceptTech
	Program	Demonstration (ATD)	Demonstration (ACTD)
	Develop, produce	 Demonstrate feasibility 	 Gain understanding of
Motivation	and field system	and maturity	and evaluate utility prior
	 Cost, schedule, 	 Reduce technical risks 	to acquisition decision
	performance	and uncertainties at	 Develop concepts of
		relatively low cost	operation and doctrine
Requirement	MNS/ORD	not required	user sponsor & JROC prioritization
Overabt	Milestone Decision		DUSD(ASC) Oversight Panel
Oversigni	Authority	labs/R&D centers	(Breakfast Club)
Funding	fully FYDP funded	RDT&E	RDT&E (2 yrs in field)
ACAT	all ACATs	not ACAT effort	not ACAT effort
Configuration	system/subsystem	technology	tech demonstrations in field
& Testing	prototypes DT/OT	demonstrations	environment with users
Rules	DoD 5000 Series/FAR	informal/FAR/OTA	implementation directive/FAR/OTA
Role of User	max involvement	some involvement	max involvement

ACAT: Acquisition Category
DT/OT: Developmental/Operational Testing
DT/OT: Deputy Under Sec Def (Advanced Systems & Concepts)
PAR: Federal Acquisition Regulation

FYDP: Future Years Defense Program MNS: Mission Need Statement ORD: Operational Requirements Document OTA: Other Transition Authority



Dod International Armaments Cooperation Policy

SECDEF Memorandum 23 March 1997

"It is DoD policy that we utilize International Armaments Cooperation to the maximum extent feasible, consistent with sound business practice and with overall political, economic, technological, and national security goals of the United States."

THE SCOPE OF DEFENSE COOPERATION

Production &

RDT&E	Procurement	Follow-on Support				
Information Exchanges	Foreign Military Sales	Cooperative Logistics Supply Support				
Engineer & Scientist Exchanges	Direct Commercial Sales Exchanges	Mutual Support				
Cooperative R&D	Cooperative Production (Joint Funds)	Logistics Support				
Comparative or Joint Testing	Coproduction/Licensing (ForeignFunds)	Host Nation Support Defense Industrial Base				
Standardization	Reciprocal Procurement					
↑	↑					
The Program Manager's Focus						

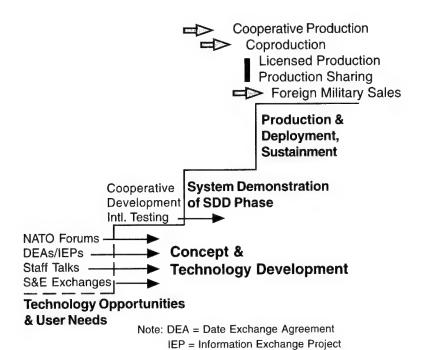
DEFENSE SALES VS. COOPERATIVE ACQUISITION

They are Different

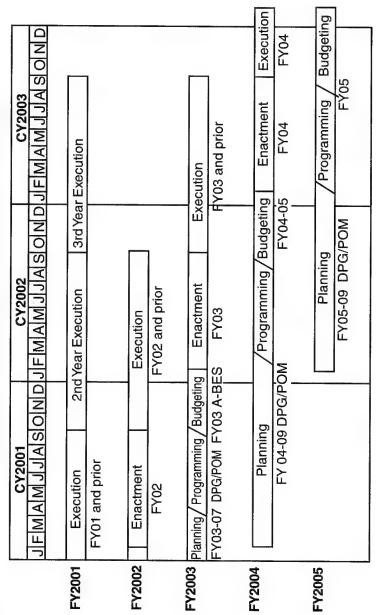
- Defense Sales
 - Any Nation
 - U.S. Contracts (FMS)
 - U.S. Manages (FMS)
 - Production & Support
 - DoS or DoC
 - + DoD USD (Policy)
 - Foreign Initiated
 - Foreign Funds (or U.S. Credit/Grants)

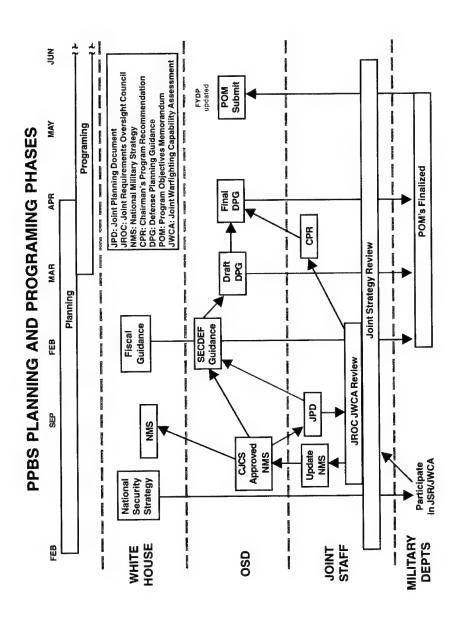
- Cooperative Acquisition
 - Allied or Friendly
 - U.S., Ally or NATO
 - Jointly Managed
 - All Acquisition
 - DoD USD (A&T)
 - + DoS and DoC
 - U.S. and/or Foreign
 - Foreign + U.S. Funds

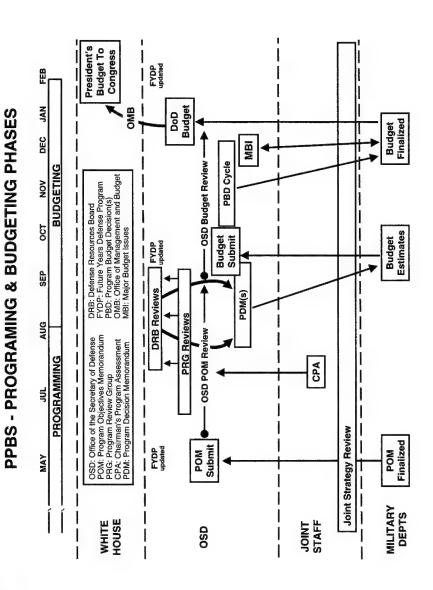
INTERNATIONAL ACTIVITIES ASSOCIATED WITH DEFENSE ACQUISITION PHASES



RESOURCE ALLOCATION PROCESS - OVERLAP







Appropriation Acts Passed Apportionment Authorization Appropriation Authorization/ Allocation/ Execution Phase III: Phase IV: RESOURCE ALLOCATION PROCESS Appeals || || Enactment Testimony Budget _____ Committees President's Budget Phase I: PPBS Congress President & OMB 000

PROCUREMENT APPROPRIATIONS (ACCOUNT NUMBERS AND BUDGET ACTIVITIES)

Budget Activity

Appropriation

Army (21 -) Aircraft

Army (21 -)		
Aircraft	- 2031	Aircraft 2. Modification of Aircraft 3. Spares & Repair Parts 4. Support Equipment & Facilities
Missile	- 2032	Other Missiles 2. Modification of Missiles 3. Spares & Repair Parts 4. Support Equipment & Facilities
Weapons	- 2033	Track Combat Vehicle 2. Weapons & Other Combat Vehicles 3. Spares & Repair Parts
Ammo	- 2034	1. Ammo 2. Ammo Production Base Support
Other	- 2035	Tactical & Support Vehicle 2. Commo & Electronics Equipment 3. Other Support Equipment 4. Spares & Repair Parts
Navy (17 -) Aircraft	- 1506	 Combat Aircraft Airlift Aircraft Trainer Aircraft Other Aircraft Modification of Aircraft Aircraft Aircraft Aircraft Aircraft Aircraft Aircraft
Weapons	- 1507	Ballistic Missiles 2. Other Missiles 3. Torpedoes & Related Equipment 4. Other Weapons 5. Not Used 6. Spare & Repair Parts
Ammo	- 1508	1. Ammo, Navy 2. Ammo, Marine Corps
Shipbuilding & Conversion	- 1611	 Fleet Ballistic Missile Ships 2. Other Warships Amphibious Ships 4. Mine Warfare & Patrol Ships Auxiliary, Craft & Prior Year Costs
Other	- 1810	Ship Support Equipment 2. Commo & Electronics Equipment 3. Aviation Support Equipment Ordnance Support Equipment 5. Civil Engineer Support Equipment 6. Supply Support Equipment Personal & Command Support Equipment Spares & Repair Parts
Marine Corps (17	-)	
Procurement	- 1109	Not Used 2. Weapons & Combat Vehicles 3. Guided Missiles & Equipment 4. Commo & Electronics Equipment 5. Support Vehicles 6. Engineering & Other Equipment 7. Spares & Repair Parts

PROCUREMENT APPROPRIATIONS (ACCOUNT NUMBERS AND BUDGET ACTIVITIES) (Continued)

Appropriati	on	Budget Activity
Air Force (57 -) Aircraft	- 3010	Combat Aircraft 2. Airlift Aircraft 3. Trainer Aircraft 4. Other Aircraft 5. Modification of In- Service Aircraft 6. Aircraft Spares & Repair Parts Aircraft Support Equipment & Facilities
Missile	- 3020	Ballistic Missiles 2. Other Missiles 3. Modification of In-Service Missile 4. Spares & Repair Parts 5. Other Support
Ammo	- 3011	1. Ammo 2. Weapons
Other	- 3080	 Not Used 2. Vehicular Equipment 3. Electronics & Telecommunications Equipment 4. Other Base Maintenance & Support Equipment 5. Spares & Repair Parts
Defense (97 -) Defense-Wide	- 0300	Major Equipment 2. Special Operations Command Chemical/Biological Defense
National Guard & Reserve Equipment	- 0350	Reserve Equipment 2. National Guard Equipment
Defense Production Activity Purchase	- 0360	1. Defense Production Activity Purchases
Chemical Agents & Munitions Destruction	- 0390	Chemical Agents & Munitions Destruction-RDT&E Chemical Agents & Munitions Destruction- Procurement 3. Chemical Agents & Munitions Destruction-O&M

RDT&E APPROPRIATIONS (ACCOUNT NUMBERS)

Appropriation	Account Number
RDT&E, Army	21 - 2040
RDT&E, Navy	17 - 1319
RDT&E, Air Force	57 - 3600
RDT&E, Defense Wide	97 - 0400
DevelopmentT&E, Defense	97 - 0450
Operational T&E, Defense	97 - 0460

RDT&E APPROPRIATIONS Relationship Between MFP 6 (Research and Development) Categories and RDT&E Appropriations Budget Activities

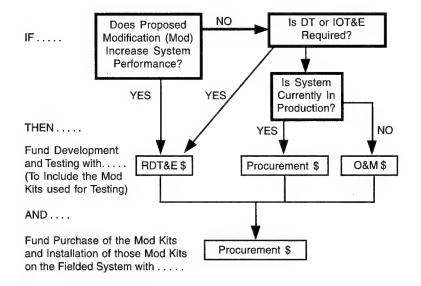
MFP 6 R&D Category	RDT&E Budget Activity	RDT&E Budget Activity Title	Program Element #s
6.1	BA 1	Basic Research	0601xxx
6.2	BA 2	Applied Research	0602xxx
6.3	BA 3	Advanced Technology Developmer	t 0603xxx
6.4	BA 4	Demonstration & Validation	0604xxx
6.5	BA 5	Engineering & Manufacturing	0605xxx
6.6	BA 6	RDT&E Management Support	0606xxx
	BA 7	Operational System Development	010xxxx;
			020xxxx;
			030xxxx; etc.

^{*} NOTE: Although similar, titles of the Major Force Program (MFP) 6 Categories (which are not shown above) are not exactly the same as titles of the RDT&E Appropriation Budget Activities. In addition, as indicated by the potential PE numbers that can be assigned to the "Operational System Development" Budget Activity for RDT&E BA 7, those activities are not considered MFP 6 efforts. While correctly funded with RDT&E dollars, these efforts do not fall under a MFP 6 Category; rather, for MFP purposes, the efforts are considered part of the Major Force Program within which the fielded operational system falls.

SAMPLE NAVY APPROPRIATIONS AND BUDGET ACTIVITIES

RDT&E Budget Activity Number and Title	Reprogra Max In *	Max Out *	Years Available For Obligation Purposes	
BA1 Basic Research BA2 Applied Research BA3 Advanced Tech. Devel. BA4 Demonstration & Val BA5 EMD BA6 RDT&E Mgmt Supp (T&E Ranges) (Civilian Salaries) BA7 Operational Systems Devel. (Post-Production)	\$4M	Greater of \$4M or 20% of amount appropriated	2	Incremental
	Reprogran Max In	nming Rules Max Out	Years Available for Obligation Purposes	Funding Policy
1ENT	(At Line	item Levelj		
Ship Conv - FBM Ships Ship Conv - Other Warships Ship Conv - Aphib Ships Ship Conv - Awar, Craft & PY Costs Weapons Proc Bal. Msl Weapons Proc Other Msl Weapons Proc Other Msl Weapons Proc Other Wpn Weapons Proc Other Ord. Weapons Proc Other Ord. Weapons Proc Other Ord. Weapons Proc Spares & Repair Pa Other Proc Ship SE Other Proc Comm/Elec Eq Other Proc Comm/Elec Eq Other Proc Civil Engr SE Other Proc Civil Engr SE Other Proc Spares & Com SE Other Proc Spares & Repair Parts Aircraft Proc Combat Aircraft Proc Cher Aircraft Proc Trainer Aircraft Proc Other Aircraft Proc Spares Aircraft Proc Se & Fac.	\$10M	Greater of \$10M or 20% of amount appropriated	3	Full
priations/Titles			Years Available for Obligation Purposes	Funding Policy
Operations & Maintenance	\$15M	No Congression Restriction	nal 1	Annual
	\$10M	No Congression	nal 1	Annual
	BA1 Basic Research BA2 Applied Research BA3 Advanced Tech. Devel. BA4 Demonstration & Val BA5 EMD BA6 RDT&E Mgmt Supp (T&E Ranges) (Civilian Salaries) BA7 Operational Systems Devel. (Post-Production) Buget Activity Description Ship Conv - FBM Ships Ship Conv - Other Warships Ship Conv - Aphib Ships Ship Conv - Aphib Ships Ship Conv - Aux, Craft & PY Costs Weapons Proc Other Msl Weapons Proc Other Msl Weapons Proc Other Wpn Weapons Proc Other Ord. Weapons Proc Spares & Repair Pa Other Proc Ship SE Other Proc Comm/Elec Eq Other Proc Comm/Elec Eq Other Proc Cytli Engr SE Other Proc Cytli Engr SE Other Proc Spares & Repair Parts Aircraft Proc Pers & Com SE Other Proc Spares & Repair Parts Aircraft Proc Civil Engr SE Other Proc Spares & Repair Parts Aircraft Proc Combat Aircraft Proc Other Aircraft Proc Spares Aircraft Proc Spares Aircraft Proc Spares Aircraft Proc SE & Fac.	RDT&E Budget Activity Number and Title BA1 Basic Research BA2 Applied Research BA3 Advanced Tech. Devel. BA4 Demonstration & Val BA5 EMD BA6 RDT&E Mgmt Supp (T&E Ranges) (Civilian Salaries) BA7 Operational Systems Devel. (Post-Production) Buget Activity Description Buget Activity Description Fent Ship Conv - FBM Ships Ship Conv - Aphib Ships Ship Conv - Aphib Ships Ship Conv - Aphib Ships Ship Conv - Mine & Pat Ships Ship Conv - Mine & Pat Ships Ship Conv - Cother Warships Ship Conv - Spares & Repair Parts Other Proc Other Ord. Weapons Proc Civil Engr SE Other Proc Civil Engr SE Other Proc Spares & Repair Parts Aircraft Proc Combat Aircraft Proc Ordnance SE Other Proc Spares & Repair Parts Aircraft Proc Combat Aircraft Proc Other Aircraft Proc Spares Aircraft Proc Spares Aircraft Proc Spares Aircraft Proc Seares	RDT&E Budget Activity Number and Title BA 1 Basic Research BA2 Applied Research BA3 Advanced Tech. Devel. BA4 Demonstration & Val BA5 EMD BA6 RDT&E Mgmt Supp (T&E Ranges) (Civilian Salaries) BA7 Operational Systems Devel. (Post-Production) Buget Activity Description Below Threshold Reprogramming Rules Max In	RDT&E Budget Activity Number and Title Max In

PRODUCT IMPROVEMENTS Funding Decision Tree

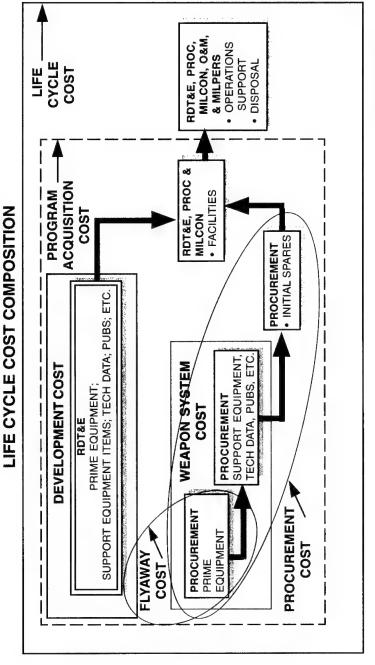


BELOW THRESHOLD REPROGRAMMING ACTIONS

Amounts are Cumulative Over Entire Period of Obligation Availability

APPN	APPN MAX INTO MAX OUT LEVEL OF CO		LEVEL OF CONTROL	OBL AVAIL
RDT&E + \$ 4M		GREATER OF - \$ 4M - 20 %	PROGRAM ELEMENT	2 YEARS
PROC	ROC +\$10M		LINE ITEM	3 YEARS (SCN: 5 YEARS)
O&M	+ \$ 15M	NONE, UNLESS OTHERWISE SPECIFIED	BUDGET ACTIVITY SOME BA 1 SUB- ACTIVITY LIMITATIONS ON DECREASES (OPERATING FORCES)	1 YEAR
MILPERS +\$10M		NO SPECIFIC CONGRESSIONAL RESTRICTION	BUDGET ACTIVITY	1 YEAR
MILCON	LESSOR OF + \$ 2M + 25%	NO SPECIFIC CONGRESSIONAL RESTRICTION	PROJECT	5 YEARS

Reference Sources: DoD Financial Management Regulation (DoD 7000.14-R); Volume 3 (Dec 96).



Source: DoDD 5000.4

COST ESTIMATING

Estimate Methods Comments

Analogy - Comparison to one similar existing system;

based on judgments. Little or no data available; Relatively quick, easy, flexible. Used in early phases (e.g., Concept & Tech Dev / CE).

Parametric - Comparison to many similar existing systems;

based on statistical analysis. Determine primary

cost drivers and Establish Cost Estimating

Relationships (CERs) Used in early to mid-phases (e.g., Concept & Tech Dev / CE and System Dev

& Dem / PDRR / EMD).

Engineering or "Bottoms-Up" Summation of "all" individual items in the system. Uses WBS structure for estimating purposes. Used in mid-phases (e.g., System Dev & Dem /

EMD).

Extrapolation - Comparison to historical cost of <u>same</u> system.

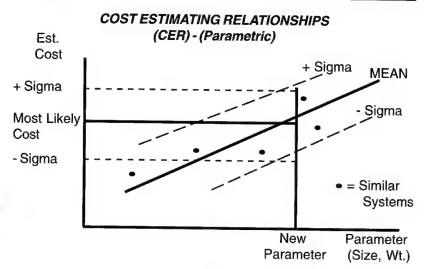
Based on extrapolation from actuals.

Uses Learning Curve Theory Used in late phases

(e.g., production and replenishment spares).

Guidelines

- Make sure cost data is relevant and homogeneous. Caution: Watch out for historical data in times of change. Prior actuals may include uncompensated overtime or were priced as a "buy-in."
- 2. Focus on cost drivers.
- 3. Test sensitivities and data relationships.

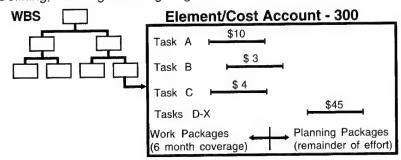


PERFORMANCE MEASUREMENT

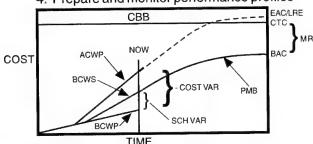
COST & SCHEDULE PERFORMANCE MEASUREMENT

- 1. Define the work (WBS)
- 2. Schedule the work Cost Account 3. Allocate budgets

Defining, Planning and Budgeting



4. Prepare and monitor performance profiles



TERMINOLOGY

BCWS - Budgeted Cost of Work Scheduled BCWP - Budgeted Cost of Work Performed ACWP - Actual Cost of Work Performed

MR-Management Reserve

AUW - Auth Unpriced Work

EAC - Estimate at Completion (Govt) LRE - Latest Revised Estimate (Contractor) BAC - Budget at Completion

CBB - Contract Budget Base (CTC+AUW)

CTC - Contract Target Cost PMB - Performance Measurement Baseline VARIANCES Cost Variance

Schedule Variance

CV = BCWP - ACWP SV = BCWP - BCWS

BCWP

BCWS

CV% = BCWP - ACWP Cost Variance %

SV% = BCWP - BCWS Schedule Variance %

Variance at Completion

VAC = BAC - EAC

PERFORMANCE INDICES

Cost Performance Index CPI =
$$\frac{BCWP}{ACWP}$$

$$\begin{array}{ccc} \mathsf{EAC} & = & \frac{\mathsf{BAC}}{\mathsf{CPI}(\mathsf{cum})} \end{array}$$

ESTIMATE AT COMPLETION

Schedule Performance Index SPI =
$$\frac{BCWP}{BCWS}$$

$$EAC = ACWP(cum) + \frac{BAC - BCWP(cum)}{\{CPI(cum) *SPI(cum)\}}$$
(Highest Est.)

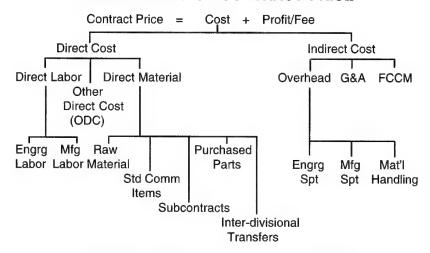
Percent Complete =
$$\frac{BCWP (cum)}{BAC}$$

Percent Spent =
$$\frac{ACWP (cum)}{BAC}$$

$$TCPI(EAC) = \frac{BAC - BCWP(cum)}{EAC - ACWP(cum)}$$

CONTRACTING

COMPONENTS OF CONTRACT PRICE



TYPICAL CONTRACT TYPE BY PHASE

CTP	SDD/SI	SDD/SD	PROD
CPFF,FFP	CPFF, CPIF	CPIF, CPAF	FPI(F), FFP

TYPES OF CONTRACTS

Cost Family: Appropriate when product not well defined; high risk; contractor provides best efforts; Government pays all allowable costs. Fee varies by type.

Cost Plus Fixed Fee (CPFF) - Fee same regardless of actual cost outcome.

Cost Plus Incentive Fee (CPIF) - Actual fee earned computed by applying share ratio to over/under run, subject to min/max fee limits.

Fixed Price Family: Product well defined, low risk; contractor must deliver product.

Firm Fixed Price (FFP) - Price fixed regardless of actual cost incurred.

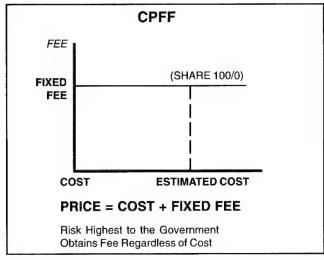
Fixed Price Incentive Firm Target [FPI(F)] - Final price computed by applying share ratio to over/under run, subject to ceiling price limitation.

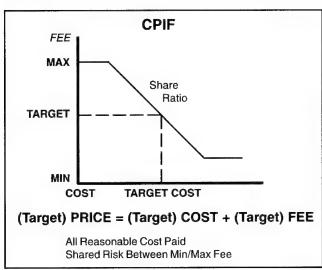
Award Fee (AF) - Either stand alone Cost Plus Award Fee (CPAF) or combined with cost or fixed price types. AF unilaterally determined by government based on subjective evaluation of contractor's performance.

Fee Limits: CPFF - Fee limited to 15% for R&D; 10% for Production and services. No statutory or FAR/DFARS regulatory limitation on other contract types.

CONTRACT TYPE FEATURES

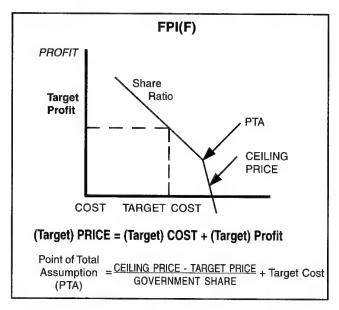
	FIXED	COST
	PRICE	REIMBURSEMENT
Promise	Delivery	Best Efforts
Contractor Risk	High	Low
Cash Flow	Delivery	As Incurred
Progress Payments %	75/90/95	N/A
Administration	Low	High
Fee Limit %	None	15/10/6 on CPFF

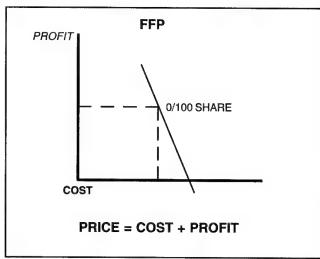




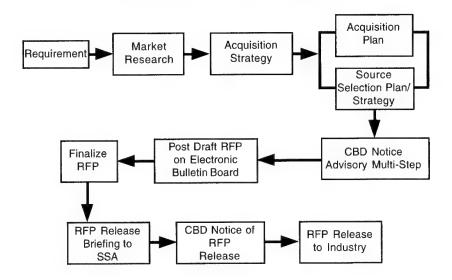
CONTRACT TYPE FEATURES

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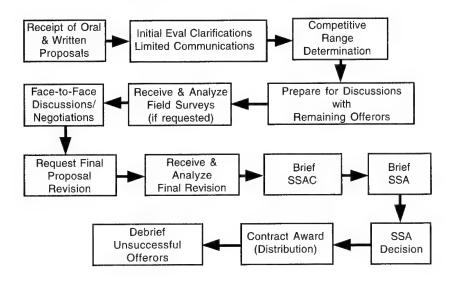




PRE-SOLICITATION PROCESS



POST-SOLICITATION PROCESS



32

OTHER WAYS TO BUY

GSA Multiple Award Schedules (MAS)

 General Services Administration contracts for both products and services-available to all agencies.

Government-Wide Agency Contract (GWACs)

- similar to MAS but more restricted in products and services available.

Indefinite Delivery/Indefinite Quantity Contracts

 Task orders (services) & Delivery Orders (products) issued under omnibus umbrella contract.

Other Transactions (OT)

- Defined: Vehicles used for basic, applied and advanced research projects and prototype development. OTs are <u>not</u> Contracts, Grants, or Cooperative Agreements.
- Objective: Attract commercial companies and consortia that historically have not done business with the Department of Defense because of statutory and/or regulatory requirements. OTs are <u>not</u> subject to the Federal Acquisition Regulation. Designed to increase DoD access to dual use Technologies.

Research Projects:

- Where practical, government cost share should not exceed cost share of other parties.
- Use OT when standard Contract, Grant or Cooperative Agreement is not appropriate.

- Prototype Projects:

 Must be directly relevant to weapons or weapon systems proposed to be acquired or developed by DoD.

- Constraints:

- · At least one non-traditional contractor participating.
- If no non-traditional contractor participates, 1/3 of cost paid by parties other than federal government, or, senior procurement executive justifies transaction
- OT Guide for Prototype Projects, January 2001.

CONTRACTOR PROFITABILITY RATIOS

The basic concept of profitability ratios is to measure income against revenue or against the investment required to produce it. There are three principal profitability ratios with which you should be familiar. They are:

1. Return on Sales which shows what percentage of dollars are left after the company has paid for all costs, interest, and taxes. It is expressed as:

2. Return on Total Assets which looks at the efficiency with which management has used its resources, the company's assets, to generate income. It is computed as:

As noted, ROA addresses how well management utilizes the assets of the firm in generating income. The ROA formula reflects the combined result of Return on Sales and the total asset turnover ratio (sales/ total assets), broken down as follows:

$$ROA = \frac{Net Income}{Sales} \quad X \quad \frac{Sales}{Total Assets}$$

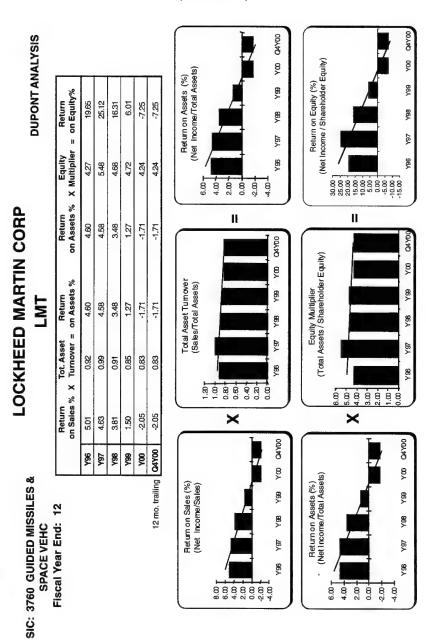
3. Return on Common Stockholder's Equity measures the rate of return on the owners' investment—their equity in the company. This is also known as Return on Equity (ROE).

ROE can also be broken into two components: these being return on assets adjusted for preferred dividends and financial leverage (a ratio reflecting the relationship of creditor to owner financing—expressed as total assets/ common stockholders equity). This is shown by:

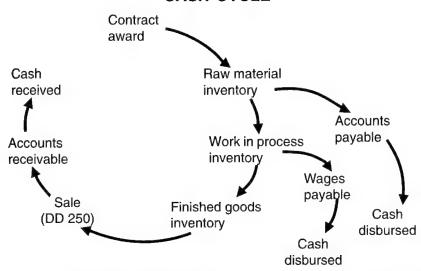
These profitability ratios give three different viewpoints concerning the "bottom line" on the income statement—how much net profit is being made on each sale, how much is being made for the assets that are employed, and how much is being made for the company owners. From an owner's perspective, another profitability ratio you may be aware of is Earnings Per Share (EPS):

FINANCIAL ANALYSIS SHEET

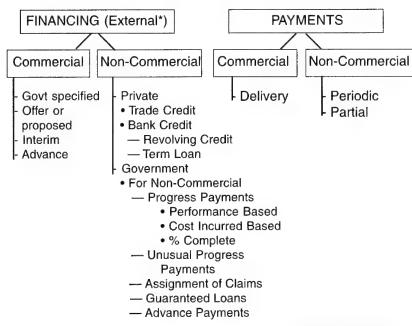
(EXAMPLE)



CASH CYCLE



CONTRACTOR FINANCING AND PAYMENTS



Internal Contractor Financing
 Retained Earnings

DIRECT AND INDIRECT COSTS

Direct costs

- Costs that can be traced to a single cost object.
- Examples: material and labor to assemble an aircraft

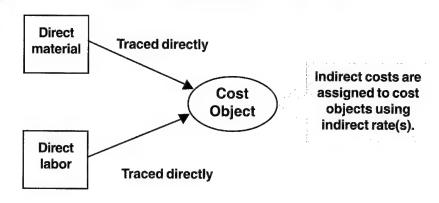


Indirect costs

- Costs that can't be traced to a single cost object because they are associated with multiple cost objects.
- Example: electricity for the company's facilities



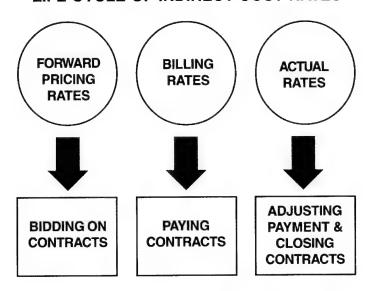
ASSIGNING INDIRECT COSTS



CALCULATION OF INDIRECT RATES

RATE = Indirect Cost Pool Allocation Base

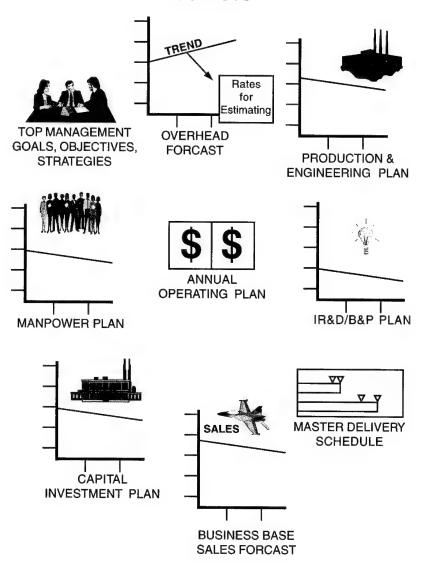
LIFE CYCLE OF INDIRECT COST RATES



CONTRACTOR'S COST PROPOSAL EXAMPLE

Direct material	\$ 40,000
Material handling 10%	4,000
Direct engineering labor	6,000
Engineering overhead 100%	6,000
Direct manufacturing labor	12,000
Manufacturing overhead 150%	18,000
Other direct costs	6,000
Subtotal	92,000
General and administrative 25%	23,000
Total cost	115,000
profit 15%	17,250
Cost of money for facilities capital employed	1,500
Price	\$133,750

CONTRACTOR BUSINESS PLANNING PROCESS OUTPUTS



PRINCIPAL ACQUISITION LOGISTICS GOALS/OBJECTIVES

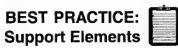
- Influence product design for supportability
- Design the support system

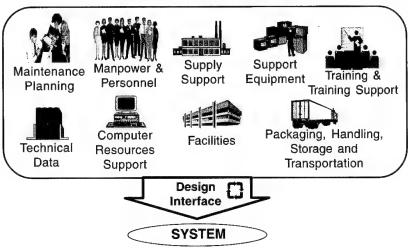


- Concurrently deploy system (includes support infrastructure)
- Maintain readiness and Improve affordability

LOGISTICS MANAGEMENT PROCESS NOTES

- Support Strategy is part of the acquisition strategy and an integral
 part of the systems engineering process. The support strategy
 shall address life-cycle sustainment and continuous improvement
 of product affordability, reliability, and supportability, while sustain
 ing readiness.
- Supportability Analyses is a set of analytical tools, conducted as an integral part of the systems engineering process, to determine how to most cost effectively support the system throughout the system life-cycle and form the basis for related design requirements included in the system performance specification and logistics support plan.
- Product Support Management Plan is a life-cycle plan that includes actions to assure sustainment, and continually improve product affordability. This plan is used throughout initial procure ment, reprocurement, and post-production support. The plan documents an integrated acquisition and logistics strategy for the life of the system.
- Performance-Based Logistics is the output performance
 parameters to ensure a system ready capability, the assignment of
 responsibilities and implementation of incentives for the attainment
 of the goals associated with these performance parameters, and
 the overall life-cycle management of system reliability and
 sustainment, and total ownership cost.





SUPPORT ELEMENT DEFINITIONS

Maintenance Planning – establishes maintenance concepts and requirements.

Manpower & Personnel – identification of personnel skills, grades and quantity required to support operation and maintenance of system.

Supply Support – determine requirements to acquire and manage spares and repair parts.

Support Equipment – identify all equipment required to support operation and maintenance of the system.

Technical Data – scientific and technical information used to support systems acquisition.

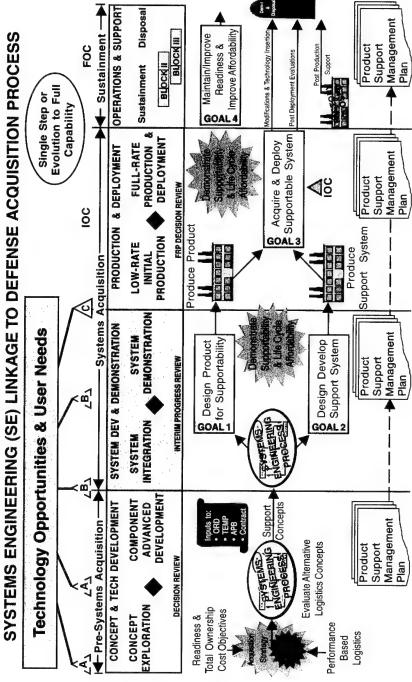
Training & Training Support – determine requirements to acquire training devices and conduct training of operators and maintenance personnel.

Computer Resources Support – identification of facilities, hardware, software and support tools to operate and support embedded computer systems.

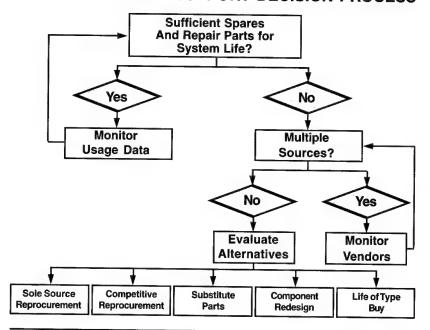
Facilities - identify real property required to support system.

Packaging, Handling, Storage and Transportation – identify designs and methods to ensure the system is preserved, packed, stored, handled and transported properly.

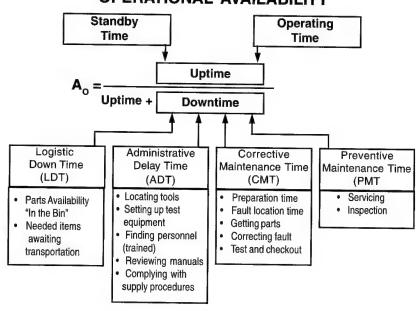
Design Interface – relationships of logistics related design parameters to readiness and support resources requirements; influence design for supportability.



POST-PRODUCTION SUPPORT DECISION PROCESS

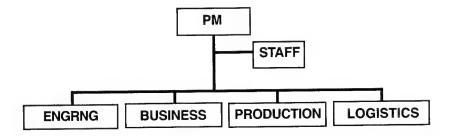


OPERATIONAL AVAILABILITY

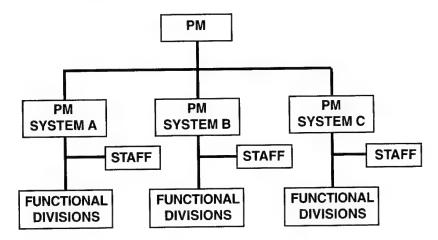


PROGRAM OFFICE ORGANIZATION STRUCTURES

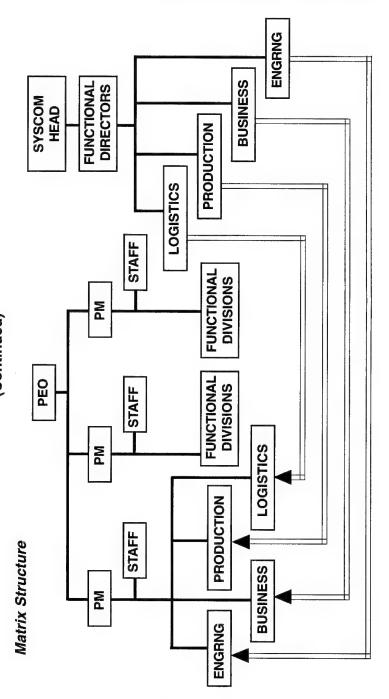
Functional Structure



"Pure" Product Structure

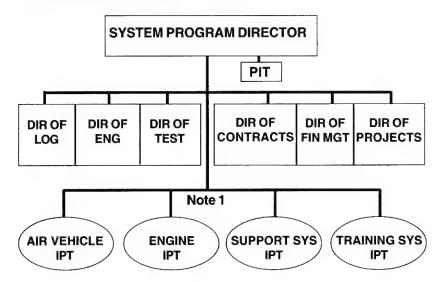


PROGRAM OFFICE ORGANIZATION STRUCTURE (Continued)



PROGRAM OFFICE ORGANIZATION STRUCTURE (Continued)

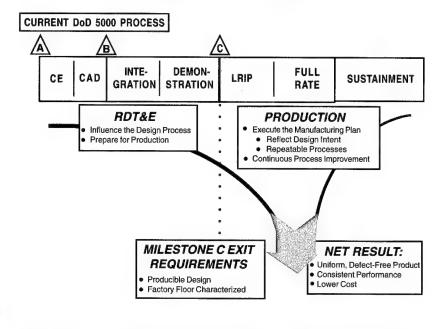
INTEGRATED PRODUCT TEAMS



IPT = Integrated Product Team
PIT = Program Integration Team

Note 1: IPTs mirror Work Breakdown Structure

THE ROLE OF MANUFACTURING IN THE ACQUISITION PROCESS



COMMON PRODUCTION RISKS THAT GREATLY IMPACT COST, SCHEDULE & PERFORMANCE

- Unstable requirements/engineering changes
- Unstable production rates and quantities
- · Insufficient process proofing
- · Insufficient materials characterization
- Changes in proven materials, processes, subcontractors, venders, components
- Producibility
- Configuration management
- Subcontractor management
- Special tooling
- Special test equipment

PRODUCIBILITY

DEFINITION:

The measure of relative ease of manufacturing a product. The product should be easily and economically fabricated, assembled, inspected and tested.

*The PM is responsible for Producibility *

PRODUCIBILITY

DoD 5000.2-R, June 2001 5.2.3.5.1 Producibility, 5.2.3.5.3 Quality

- Producibile system design shall be a development priority
- Design/engineering shall focus on;
 - Producibile design
 - Capable manufacturing process
 - Necessary process controls
 - Minimizing manufacturing costs
- Full rate production shall require;
 - Stable systems design
 - Proven manufacturing process
 - Available production facilities and equipment
- · Quality management process shall;
 - Establish capable process,
 - Continuously improve the process
 - Monitor and control critical processes and product variation
 - Establish mechanisms for feedback of field product performance;
 - Implement an effective root cause analysis and corrective action system

QUALITY MANAGEMENT SYSTEMS DoD 5000.2-R, June 2001, 5.2.3.5.3 Quality

"The PM shall allow contractors to define and use a preferred quality management process that meets required program support capabilities. The PM shall not require third party certification or registration of a supplier's quality system."

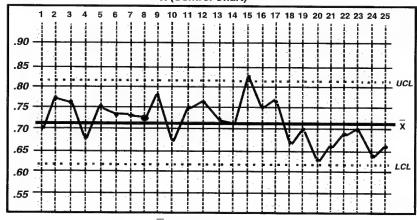
Note: ISO 9000 Series International Quality Standard is considered a Basic Quality System
--focus is mainly on "Document what you do, and do what you document"

Advanced Quality Systems (AQS) such as Boeing's D1-9000, Motorola's Six Sigma, and others, focus on Customer Satisfaction, Key Processes Identification and Control, Metrics, Flow-down to Suppliers, and many other advanced process-oriented techniques.

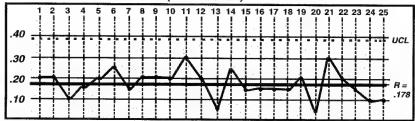
VARIABILITY CONTROL

- GOAL: Minimize and control manufacturing variation on key product characteristics
- WHY: Direct correlation between deviation from nominal value on key characteristics and product quality and functionality
- TOOLS: QFD, DOE, Process control chart (Statistical Process Control, see below)

X (Control Chart)



R (Control Chart)*



*Note: No lower control limit for R Chart for sample size below 7.

PRODUCTION READINESS REVIEWS (PRRs)

"WHY WE DO THEM"

- Identify program risks, issues and opportunities Early
- Assess capibility of contractor (and sub-contractor) to deliver on-time, within cost
- Assess actual contractor performance (metrics?)
- · Assess effectiiveness of contractor's corrective actions
- · Measure improvement of contractor's performance

"HOW TO DO THEM"

- Get a Charter that the PMO and contractor both understand
- Coordinate with DCMA/CAS use them
- · Establish areas of Assessment with Metrics
 - Producibility
 - ECOs/design stability
 - Sub-contractor management
 - Cost of scrap, rework and repair
 - Manufacturing process control
 - Tooling status
- · Ask questions, touch things, talk to shop floor workers
 - See what is actually happening on the factory floor

ADDITIONAL INFORMATION SOURCES

- DAU's Advanced & Electronic Manufacturing Resources (A&EMR) website:
 - Go to www.dsmc.dau.mil, then click on Information Dissemination, then click on the A&EMR
 - Contains references to DoD Manufacturing Requirements, and Best Business Practices such as Lean Production, e-Commerce, Six Sigma, Basic and Advanced Quality Systems, and Supply Chain Management
- Best Manufacturing Practices Center of Excellence
 - www.bmpcoe.org
- Lean Aerospace Initiative (LAI)
 - http://web.mit.edu/lean/index.html

TEST & EVALUATION (T&E)

Developmental T&E (DT&E)/Operational T&E (OT&E) Comparisons:

DT&ETech. perf. measurmentDev. agency rsp. (PM)

- Dev. agency rsp. (PM)Technical Personnel
- Ltd. test articles/each test
- Controlled environmentAll types of Test Articles
- Contractor involved

OT&F

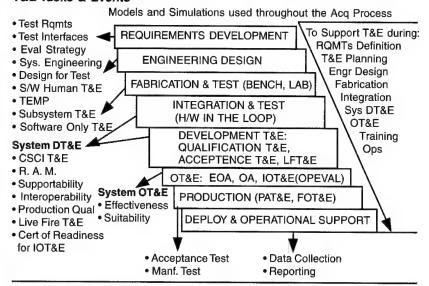
- · Operational effective/suitable
- •Operational Test Agency (OTA) resp.
- "Typical" User Personnel
- Many test articles/each test
- "Combat" environment/Threats
- "Production Rep" Test Articles
- · Contractor may not be allowed

T&E Required before going Beyond Low Rate Initial Production

Production Qualification T&E - Verify Design Article meets Spec/PM responsible Performed by Contractor &/or Government/DPRO assistance valuable. Readiness for IOT&E.

- Live Fire T&E (LFT&E) Vulnerability and Lethality/Dev'l Agency fund and execute.
 DOTE oversight, approval and Congressional reporting for ACAT I, II and selected programs.
- Initial Operational T&E (IOT&E)- Operational Effectiveness and Suitability/Independent Svc OTA plan and manage. DOTE oversight, approval, and Congressional reporting for ACAT I and selected systems.

T&E Tasks & Events



Use Combined DT/OT - single integrated Contractor/Gov't DT and OT Team; shared test events & test data; independent data analysis & reporting.

ACAT I & II Programs - require an independent, dedicated IOT&E to proceed Beyond Low Rate Initial Production.

M & S PLANNING

- ACCESS YOUR SERVICE CENTERS OF M&S EXPERTISE
- · Establish a simulation coordinating group; the EARLIER the better
- Design long term M&S applications and the Integrated Digital Environment through the acquisition strategy, TEMP, STEP, SSPs
- CONTINUOUS PLANNING PROGRAM PLANNING

TEMP



HOW DO WE PLAN? - A NOTIONAL APPROACH

IDE Planning

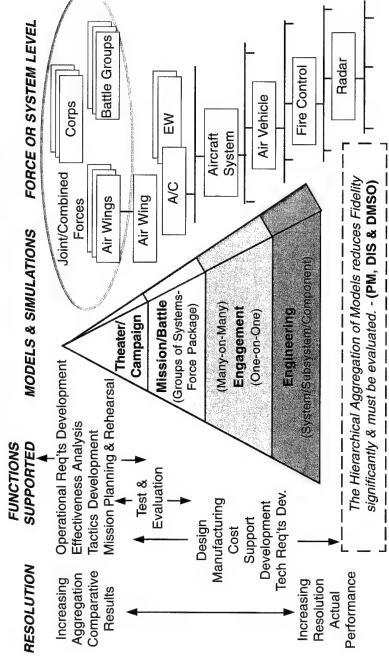
- Establish a business process improvement team
- Identify High Payback Process Areas
- Identify potential legacy systems and data repositories
- Identify user base including remote sites
- · Capacity of PC workstations
- Bandwidth of communication lines
- Where servers are/will be located
- Identify legacy system host platforms

SBA Planning

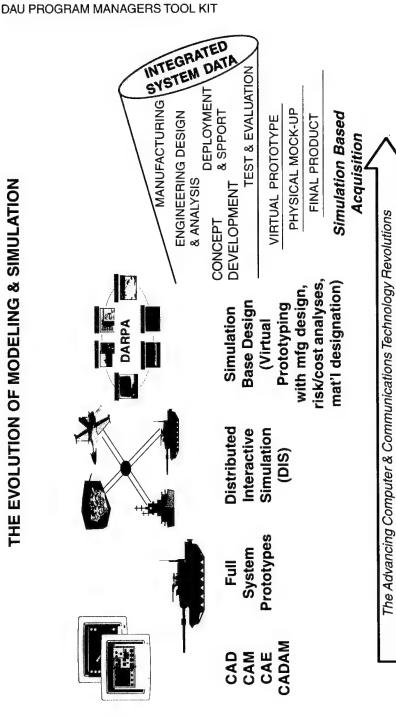
- Establish a simulation & VV&A planning process
- Identify High Payback Process Areas
- Identify potential legacy systems, Service/Joint-standard simulations, Architectures and data repositories
- Identify where user and simulators are / will be located
- Capabilities & Architectures of Existing Simulations
- · Network Bandwidth Requirements
- · IDE utilization opportunities
- Interoperability / Interface / Immersion Requirements
- Required Capability Gap
- Design SBA Architectures
- Establish long term plan, budget, DOCUMENT & implement
- Manage it, update, evolve, reiterate

Simulation Support Plan (A,MC), Single Acquisition Mgt Plan (AF), Acquisition Strategy, TEMP

HIERARCHY OF MODELS AND SIMULATIONS



THE EVOLUTION OF MODELING & SIMULATION



PLANNING AND CONTROL

TYPICAL TIMES FOR PROGRAM ACTIVITIES

	Time
Event	(months)
Procurement Request Development Time	6 - 9
Contract Lead-time	9 - 12
DAB Lead-time	6 - 8
SI Design, Fab and Test	24 - 30
SD Design, Fab and Qual	30 - 36
Test Readiness Review Lead-time	2 - 3
DT&E	9 - 12
OT Readiness Review Lead-time	2 - 3
OT&E	6 - 12
OT Report Preparation	3
Production Lead-time	18 - 30

TYPES OF PLANING CHARTS

MILESTONE CHART (Gantt)

Time Period J F M A M J J A S O N D J F M A M Activity: Design Fab Integrate Gnd. Test Qual Flt. Test

· Advantages: Simple

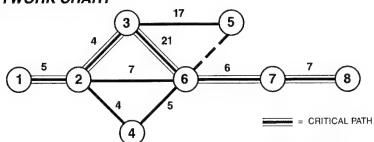
Produce

 Disadvantages: Difficult to show dependencies between activities unless computer-constructed chart.

(ADD'L TYPES OF PLANNING CHARTS ON NEXT 5 PAGES)

PLANNING AND CONTROL (Continued)

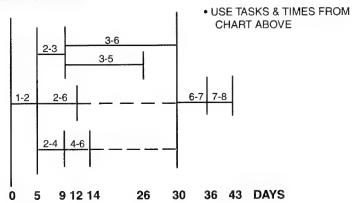
NETWORK CHART



\sim				ACCELERATE	
TASK	TASK #	TIME	COST	COST	TIME
Brief	1-2	5	2,200	-	5
Transport	2-3	4	15,000	500	3
Ship GFE	2-6	7	2,500	600	4
Ship system	2-4	4	4,600	750	2
Inspect	4-6	5	0	_	5
Train maint.	3-6	21	28,000	800	14
Train oper.	3-5	17	23,000	800	12
Integ. sys.	6-7	6	13,500	-	6
Dry Run	7-8	7	9,000	400	5

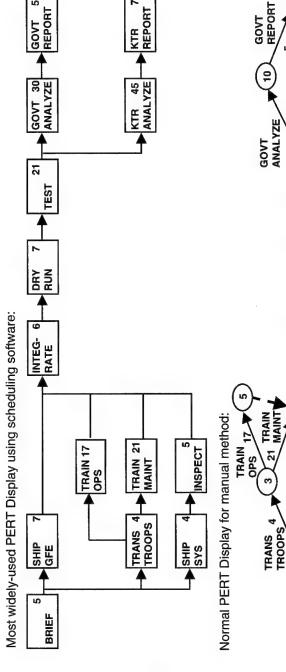
- Advantages: Shows dependencies; computes critical path
- Disadvantages: Complex; computerized support required to maintain Does not provide any chronology

SWAN CHART



- Advantages: Shows chronology and dependenciesDisadvantages: Complex; computerized support required to maintain

PERT* NETWORK CHARTS



DAU PROGRAM MANAGERS TOOL KIT

KTR REPORT

KTR 43

6

TEST

DRY RUN

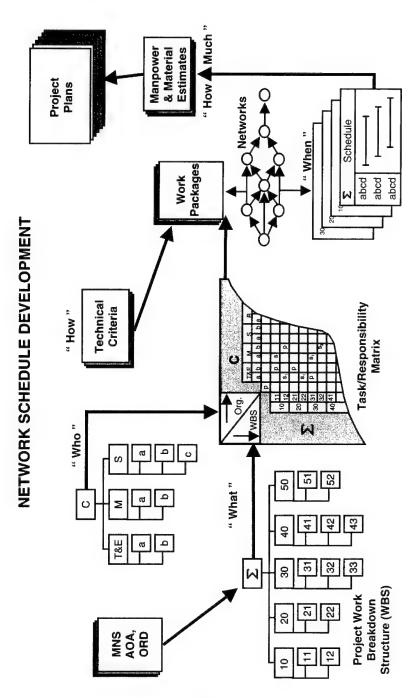
INTE-GRATE

INSPECT

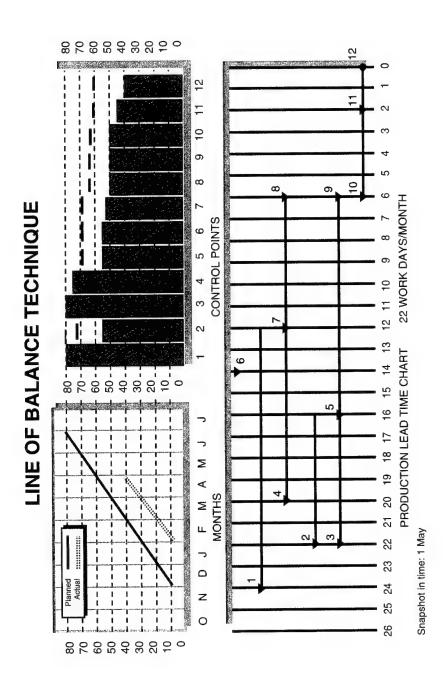
SHIP GFE

8

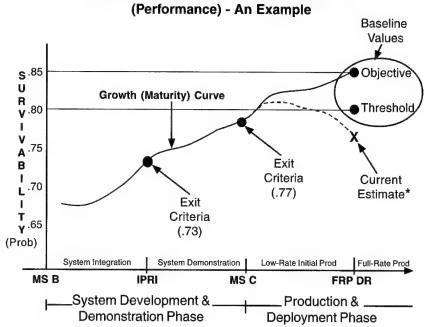
* PERT = Program Evaluation & Review Techniques



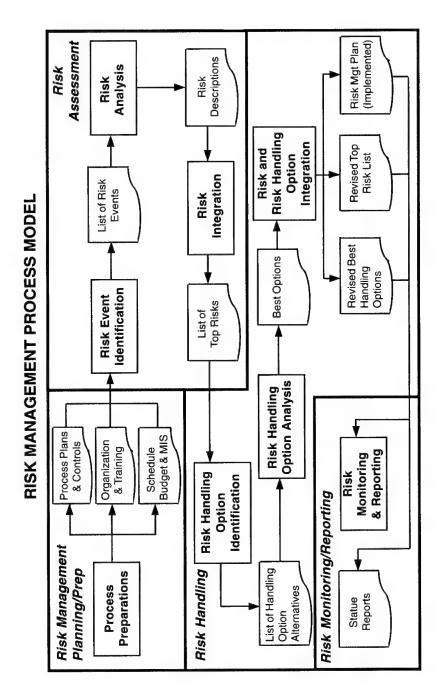
SHIP 0 ო FINAL ASSEMBLY œ 6 (SUB-ASSEMBLY "A") WORKING DAYS PRIOR TO COMPLETION (LEAD TIME) 00 (SUB-ASSEMBLY "B") (PURCHASE PART) 9 Ξ 12 (FABRICATED PART IN-HOUSE) 13 4 5 2 16 (PURCHASE PART) (PURCHASE PART) (SUB-CONTRACT 19 18 17 PART) 20 7 8 က 22 33 24 22 26



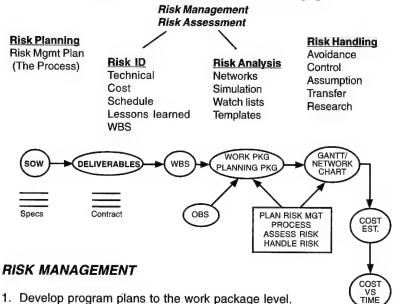
ACQUISITION PROGRAM BASELINE



^{*} in this example the current estimate falls below the threshold - this represents a baseline breach of performance.



RISK & TRADE-OFF ANALYSIS



- Assess risk at the lowest work package/WBS level.
- 3. Manage the highest risk work packages; most others will work out.

TRADE-OFF ANALYSIS*

- 1. Identify alternative solutions
- Select evaluation criteria/factors & MOEs;
 i.e. cost, schedule, performance criteria
- 3. Weight evaluation criteria
- 4. Develop utility functions for each factor
- 5. Conduct evaluation (weighted utility summary table where weight is multiplied by utility function value)
- 6. Perform sensitivity check
- 7. Select highest scored alternative

*With Cost As an Independent Variable (CAIV), aggressive cost objectives are established as a result of trading performance and schedule for cost.

PROGRAM MANAGER'S CHECKLIST FOR REVIEW OF TRADE-OFF PLANNING AND STUDIES

1. ARE ALL VIABLE ALTERNATIVES BEING EXPLORED?

- Is each alternative clearly defined?
- Have the alternatives been prescreened? How?
- Are affordability limits established?
- Can all of the screened-out alternatives be defended?

2. ARE SELECTION CRITERIA IDENTIFIED?

- Are all significant criteria identified?
- Do the criteria discriminate between alternatives?
- Are the criteria measurable?
- Have the criteria been pre-approved?

3. IS THE CRITERIA WEIGHTING SYSTEM ACCEPTABLE?

- Are rationales for criteria weights explained?
- Are criteria weights consistent with quidance?
- Are criteria weights consistently distributed in the tree?

4. ARE UTILITY (SCORING) CRITERIA DETERMINED?

- Is defensible rationale established for each criterion?
- Are criteria developed from operational measures of effectiveness where possible?
- Do all plans use the same numerical scale?
- Is the location of the "zero point" explained?

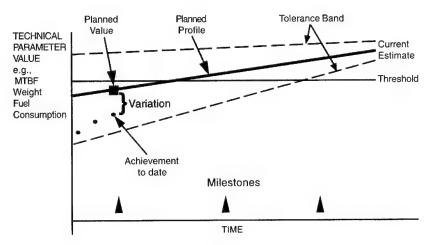
5. ARE EVALUATION METHODS DOCUMENTED?

- Are test data reliability estimates (confidence levels) incorporated?
- Are models validated? When? Who?

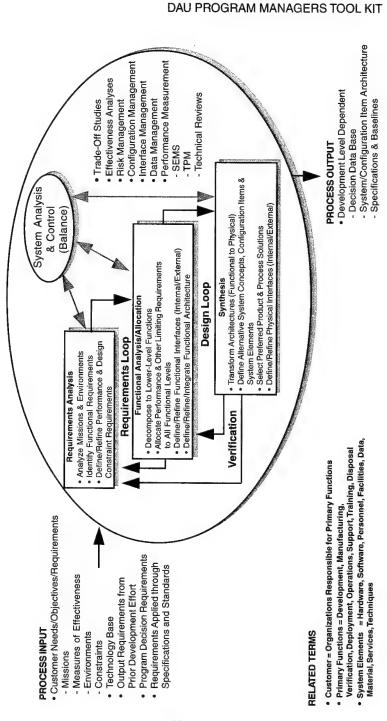
6. HAS SENSITIVITY BEEN ESTIMATED?

- Are error ranges carried through with worst-on-worst case analysis?
- Have the effects of changes in the utility curve shapes been examined?
- Have rationales for the limits been developed?

TECHNICAL PERFORMANCE MEASUREMENT THE CONCEPT



SYSTEMS ENGINEERING PROCESS



REQUIREMENTS ANALYSIS QUESTIONS

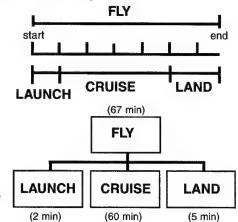
- What are the reasons behind the system development?
- What are the customer expectations? How will they measure the performance of the system?
- Who are the users and how do they intend to use the product?
- What do the users expect of the product?
- What are their level of expertise?
- With what environmental characteristics does the system have to comply?
- What are existing and planned interfaces?
- What functions will the system perform, expressed in customer language?
- What are the constraints hardware, software, economic, procedural – with which the system must comply?
- What will be the final form of the product model, prototype, mass production?

ATTRIBUTES OF A WELL - DEFINED REQUIREMENT

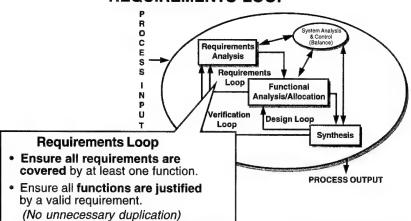
- Specific, Clear and Unambiguous: Contains no vague terms
- <u>Understandable</u>: Stated with sufficient detail in everyday language
- Concise: Contains no unnecessary words
- <u>Consistent</u>: Top-to-bottom consistency with identical usage of terms and conformance to standards
- Stable: Baselined and under configuration control
- <u>Traceable</u>: Derived from the mission profile or the contractor's design policies
- <u>Verifiable</u>: Determine whether the product is satisfying the requirement
- Feasible: Can achieve, produce, and maintain the requirement

FUNCTIONAL ANALYSIS/ALLOCATION (THE CONCEPT)

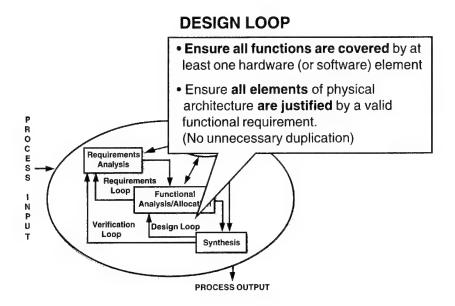
- Allocate Functions
 - Decompose Higher Functions
- Allocate Performance
 - From Higher to Lower Functions
- Functional Descriptions
 - Functional Flow Block Diagrams
 - Time Line Analysis
 - Functional Architecture



REQUIREMENTS LOOP



	Functions						
Requirements	Transport	Load	Start	Carry	Stop	Unload	Communicate
Transport Troops	Х	Х	Х	х	Х	Х	
Squad Level	X	Х		X		х	
50 KM	Х			Х			
90 Minutes from Transporter Arrival	х	х	x	х		х	
Constant Communication							х



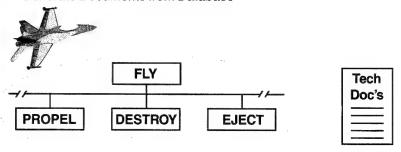
AUDIT TRAIL, DECISION DATABASE, ITEM SPECIFICATIONS, ETC.

PHYSICAL ARCHITECTURE

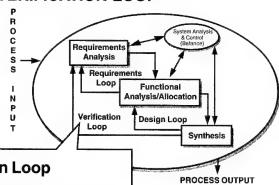
Function	Aircraft							
Performed	Air Frame	Engine	Communications	Nav System	Fire Control			
Preflight Check	Х	х	х	Х	х			
Fly Load Taxi Take-Off Cruise Recon	x x x x x	X X X	X X X	X X				
Communicate			X					
Surveillance			?	?	?			

SYNTHESIS

- Defines the Physical Architecture
 - Each Part Must Meet At Least One Functional Requirement
 - Any Part Can Meet More Than One Requirement
- Justify Architecture by Trade Studies & Effectiveness Analyses
- Document All Process Information in Database
- · Generate Documents from Database



VERIFICATION LOOP



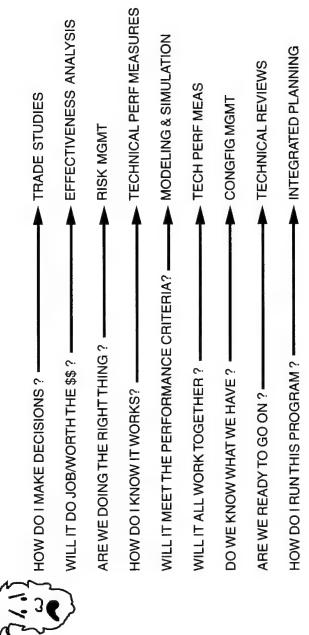
Verification Loop

- Each Requirement Must be Verifiable Section 4 of Specification
- Verification Evaluates whether Solution Meets Requirements
- · 4 Types of Verification
 - Examination
 - Demonstrations
 - · Simulations / Analysis
 - Test

SYSTEM ANALYSIS AND CONTROL (MGMTTOOLS)

HELP

DAU PROGRAM MANAGERS TOOL KIT



SPECIFICATIONS AND STANDARDS

A New Way of Doing Business (Acquisition Reform) (Sec Def Memo of 29 June 1994)

- 1. Use Performance-Based Specifications
- 2. Cancel/Convert Manufacturing and Management Standards to Performance or Nongovernment Standards (NGSs)
- 3. Encourage Contractors to Submit **Alternative Solutions** to Military Standards/Specifications
- 4. **Prohibit** Use of Military Specifications/Standards **Except** when **Authorized** by SAE or Designee

PERFORMANCE VS. DETAIL SPECIFICATIONS

	PERFORMANCE	DETAIL / DESIGN
Design/Fab	Require desired outcomes or functions, Specific design to KTR	Specify exact parts and components
Processes	Few, if any	Specify exact processes
Physical Characteristics	Give specifics only for interfaces, environment, or human factors	Specify more physical characteristics, than needed for int, env,etc.
Interface Reqmts	Detail interface data does NOT solely make a perf. spec a detail spec.	Detailed interface data
Materials	Leave specifics to KTR	Require specific materials
Test & Eval	State performance need; KTR picks test procedure	Prescribed testing process

PROGRAM-UNIQUE SPECIFICATIONS



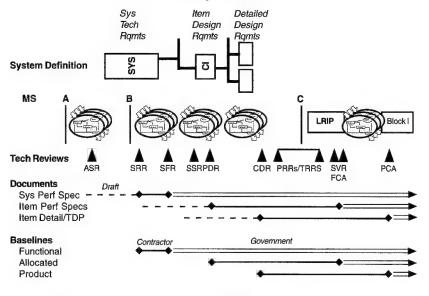
MIL-STD-961

Standard Performance Specification Standard Design Specification Program-Unique Specifications No waiver required to use. STD PRACTICE

- Program Unique Specifications advantages:
 - · Help avoid duplication and inconsistencies.
 - Enables good estimates of necessary work and resources.
 - Provides consistent communication among players as people rotate
 - Can be used to prepare test plans.
 - Can be used a long time **after** the system has been put into operation.
 - Serves as an interface between customers, developers and designers.
- Can act as negotiation and reference document for **engineering changes**.

Specification	Content	Baseline
System	 Defines mission/technical performance requirements. Allocates Requirements to functional areas. Defines interfaces. 	Functional (" System ")
(HW or SW) Item Performance	 Defines performance characteristics of Cl's (form, fit, function). Details Design Require ments only to meet interfaces. "DESIGN TO." 	Allocated ("Design to")
(HW or SW) Item Detail	 Includes "how to" and specific design requirements. Usually includes specific processes and procedures. "BUILD TO." 	Product (" Build to ")
Process	Defines process performed during fabrication.	Product
Material	 Defines production of raw materials or semi-fabricated material used in fabrication. 	Product

SYSTEMS ENGINEERING MANAGEMENT in Acquisition



SYSTEM REVIEW DEFINITIONS

ASR - Alternative Systems Review

- Preferred System Solution meets needs

SRR - Systems Requirements Review

- Preliminary Functional Requirements

SFR - Systems Functional Review

- Approve functional requirements - Review preliminary allocated requirements

SSR - Software Specification Review

- Approve S/W allocated requirements

PDR - Preliminary Design Review

- Approve allocated requirements

- Establish allocated baselines

CDR - Critical Design Review

- Preliminary product requirements

- Ready for fabrication

PRR - Production Readiness Review(s) - Assess producibility/manuf readiness

TRR - Test Readiness Reviews(s)

- Assess test readiness

- Approve test plans

FCA - Functional Configuration Audits

- Verify CIs perform to spec

SVR - System Verification Review

- Verify CIs perform to system spec

PCA - Physical Configuration Audit

- Verify the product baseline

CONFIGURATION MANAGEMENT

Non-Government Std: EIA Standard-649

Also see MIL HNBK 61

"A management process for establishing and maintaining consistency of a product's performance, functional and physical attributes with its requirements, design and operational information throughout its life."

- Identify and document the functional and physical characteristics of configuration items.
- Control changes to configuration items and their related documentation.
- Record (or Status Accounting in DoD terms) and report information needed to manage configuration items effectively, including the status of proposed changes and implementation status of approved changes.
- Audit configuration items to verify conformance to specifications, drawings, interface control documents, and other contract requirements.

- Adopted by DoD, 22 Nov 96

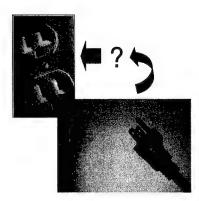
CONFIGURATION MANAGEMENT PLANNING

- · The decisions on
 - . Which baselines the government should eventually control
 - · The data needed
 - · When that control should be established

... are strategic management decisions that involve

- Acquisition strategies sources, competition, etc.
- Logistics support plans repair levels, data needs, open systems, etc.
- Technology insertion stable vs rapidly moving technologies, etc.
- Government should control the Functional Baseline (documents system level requirements)
- DoD PMO's increasingly choose to leave Allocated Baselines under contractor control until late in development. (Documents the CI level design requirements.)
 - · Promotes contractor design flexibility
 - Relieves PMO from administrative burdens of managing design FCPs
 - · Requires effective implementation of IPPD
- When and if to control baselines is dependent on support philosophy and acquisition management strategy.

INTERFACE MANAGEMENT Will it all work together?



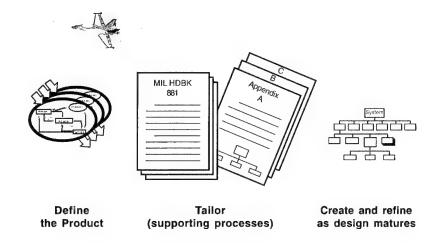
- The Government PMO:
 - Identifies External Interfaces
 - Establishes interface standards (baselines)
 - Maintains interface stability
- The Contractor:
 - Manages Internal Interfaces
 - Establishes Interface
 - Requirements to Include
 - Internal & External Interfaces
 - Controls Interfaces to Ensure
 - Accountability & Timely
 - Dissemination of Changes

The government increasingly chooses to manage interfaces leaving design details to contractors

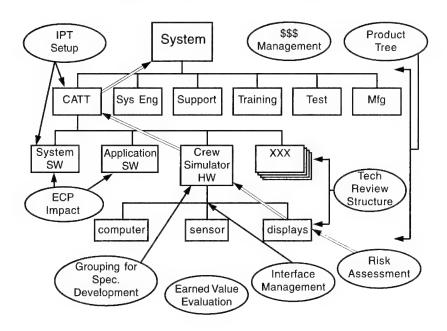
INTERFACE CONTROL CONCEPT

- Identifies, documents, & controls all functional and physical characteristics.
- · Interfaces, what?
 - Common boundary.
 - Types: Mechanical, Electrical, Operational, Software.
 - · Functional & Physical characteristics.
- · Where?
 - · Within one contractor's design.
 - · Between contractor's items and GFE.
 - · Between multiple contractors' items.
 - · Between systems
- · Controlled by Interface Control Working Group.
- · Documented in Interface Control Documents.

HOW TO CREATE A WORK BREAKDOWN STRUCTURE



BASIC PURPOSES OF WBS



SOFTWARE MANAGEMENT

- Nine Principal Best Practices to Improve Software Development, Reduce Costs, and Increase User Satisfaction*
 - Formal Risk Management
 - Agreement Interfaces
 - Peer Reviews/Inspections/Walk-throughs
 - Metric-Based Scheduling and Management
 - Binary Quality Gate, at Inch-Pebble Level
 - Program-wide Visibility of Project Progress vs. Plan
 - Defect Tracking Against Quality Targets
 - Configuration Management
 - People-Aware Management Accountability
- Nine Project "Breathalyzer" Questions to provide "Quick Look" at Software Project Health**
 - Do you have a current, credible activity network supported by a work breakdown structure (WBS)?
 - Do you have a current, credible schedule and budget?
 - Do you know what software you are responsible for delivering?
 - Can you list the current top 10 project risks?
 - Do you know your schedule compression percentage?
 - What is the estimated size of your software deliverable? How was it derived?
 - Do you know the percentage of external interfaces that are not under your control?
 - Does your staff have sufficient expertise in the project domains?
 - Have you identified adequate staff to allocate to the scheduled tasks at the right time?

[&]quot;"Little Yellow Book of Software Management Questions" (Software Program Managers Network)
""Project Breathalizer Questionnaire Software Health"; Software Program Managers Council

WORKING GROUPS

TEAM DEVELOPMENT WHEEL

A	Performing Creative Trusting Effective Confident	Forming Milling Confusion Polite Purposeless
	Norming Cohesion Purpose Feedback Relevancy	Storming Conflict Frustration Resistance Cliques

RECOGNIZE WHICH PHASE OF TEAM DEVELOPMENT YOU ARE IN AND TAKE POSITIVE ACTION TO WORK THROUGH

Note: These can be an additional phase – "Adjourning" – when the team disbands, says good bye, and reflects on lessons learned.

This is a "celebration" phase.

TYPICAL WORKING GROUPS

- Logistics Support Management Team (LSMT)
- Test & Evaluation Working Group (TEWG)
- Computer Resources Working Group (CRWG)
- Requirement Interface Working Group
- Interface Control Working Group (ICWG)
- Technology Assessment Working Group
- "Tiger" Team
- Process Action Team
- Integrated Product & Process Teams

WORKING GROUPS (Continued)

Group Consensus - a general agreement by <u>all</u> team members that they can live with, and be <u>committed</u> to a particular course of action. Until you have this agreement, you don't have consensus. Guidelines for achieving:

- 1. Avoid arguing for your own opinion.
- 2. Go for "win-win" solutions.
- 3. Do not change your mind to avoid conflict.
- 4. Avoid majority vote, coin-flipping, horse-trading.
- 5. Expect differences of opinion.

MANAGEMENT TRADE-OFFS FOR WORKING GROUPS

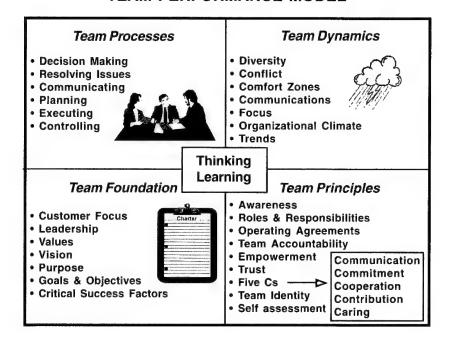
Advantages

- More ideas & solutions
- Consensus positions
- Strong commitments

Disadvantages

- Takes more time
- Hard to terminate
- Paralysis by analysis

TEAM PERFORMANCE MODEL



II LEADERSHIP & MANAGERIAL SKILLS

- More things that make you go "Hmmm?... "
 - "An authority is a person who just happens to know the source."
 - "A conservative is a person who believes nothing should be done the first time."
 - "Diplomacy is the art of hearing all parties arguing in a dispute and nodding to all of them without ever agreeing with any of them."
 - "The meeting raised our confidence that the contractor can actually accomplish the task and that it will occur in our lifetime."
 - "This is the earliest I've been late."
 - "The world would be a much better place if people weren't allowed to have children until they've proven they can successfully manage a DoD program."
 - "Everyone is bound to bear patiently the results of his/her own example."
 - "The superior person is firm in the right way, and not merely firm."

DELEGATION

REASONS FOR DELEGATING

- 1. Improve manager's time management
 - a. Increase manager's span of control
 - b. Increase time allocated to long range planning
 - c. Increased management efficiency
- 2. Assure tasks performed by most qualified
- 3. Build organizational depth
- 4. Improve employee motivation
- 5. Increased teamwork (IPTs/TQM)
- 6. Maximize resources
- 7. Appropriate organizational responsibility

12 STEPS FOR DELEGATING

- 1. Set clear objectives and task statements
- 2. Select "Delegate"; check qualifications
- 3. Provide training, if necessary
- 4. Solicit input from Delegate
- 5. Assign task and deadline
- 6. Provide any relevant guidance
 - a. Critical information required to do tasks right
 - b. Potential approaches only as suggestions!
 - c. Describe results desired
- 7. Makes a delegation "contract" (see next page)
- 8. Establish controls
- 9. Maintain controls
- 10. Provide feedback
- 11. Identify lessons learned
- 12. Evaluate performance

DELEGATION (Continued)

<i>(Sample)</i> Delegat	ION RECORD
Description of Action:	Date:
Person Assigned:	
Authority Level (specify): 1 - Take action; do not report back 2 - Take action; report back (see Frequency) 3 - Prepare plan; proceed upon approval 4 - Do only as directed below Delegation Guidance/Agreements:	Frequency of Contact (specify): 1 - daily 2 - weekly 3 - monthly 4 - other
Suspense Action:	Suspense Date:
Performance Assessment:	

EFFECTIVE MEETINGS

PRE-MEETING

- A. Establish type of meeting
 - 1. Information (quick, crisp)
 - 2. Planning/Strategizing (slow, deliberate)
 - 3. Problem solving (divergent/convergent)
 - 4. Decision (deliberate)
 - 5. Staff/Conference (repetitive, short)
 - 6. Feedback/Evaluation (slow, contemplative)
 - 7. Training (smooth, flowing)
 - 8. Social (rambling)
- B. Select participants
 - 1. Based on purpose; relevant; decision auth.
 - 2. Size: 4-7 ideal; 10-12 tolerable; >13 unsat.
- C. Circulate agenda (3-5 days in advance)
 - 1. Type, purpose, date, place, start/finish times
 - 2. Topics, time allocated (minutes), speakers
 - 3. Assign recorder

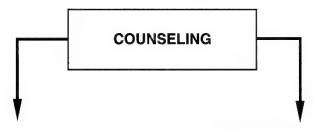
CONDUCTING MEETING

- A. Opening
 - 1. Start on time
 - 2. Repeat type and purpose of meeting
- B. During
 - 1. Facilitate the meeting
 - 2. Encourage openness and communication
 - 3. Develop cohesion
 - 4. Use active listening
 - 5. Stick to agenda
- C. Closing
 - 1. Set time and date of next meeting
 - 2. Summarize agreements, actions, decisions
 - 3. Close on time or before

AFTER MEETING

- A. Review minutes with recorder
- B. Publish minutes

PERSONAL COMMUNICATIONS



DIRECTIVE

- Give advice
- Evaluate
- Motivate
- Explain
- Reassure

Advantages

- Effective with inexperienced personnel
- Quick
- Take charge attitude

Disadvantages

- Perceived insulting
- Does not support delegation
- · Manager keeps responsibility

NON-DIRECTIVE

- · Don't display authority
- Listen carefully
- Don't advise
- Facts only; no opinions
- Employee find solution

Advantages

- Develops commitment
- Good training
- Employee responsible
- Supports delegation

Disadvantages

- Takes time
- Skill/patience required
- Ineffective with inexperienced personnel

COUNSELING PROCESS

- Set up interview private, confidential, unhurried
- 2. Encourage discussion open questions, active listening
- 3. Help employee think it through deal with facts, no opinions or own views
- 4. Let them find the solution *their* solution to *their* problem

PERSONAL COMMUNICATIONS

(Continued)

WIN-WIN NEGOTIATIONS

FOCUS: Defeat the problem; not the person

APPROACH:

Resolve conflict Reach agreement Normalize relationships Combine efforts

GOAL:

Acceptable gains by both parties

INTER-PERSONAL NEGOTIATIONS

- 1. Separate people and emotions from the problem
- 2. Focus on interests, not positions
- 3. Generate options for mutual gain
- 4. Insist on objective criteria

TIME MANAGEMENT

TIME ROBBERS AND AVOIDANCE TECHNIQUES



1. Incoming telephone calls - Screen for importance

- Limit to 2 minutes

2. Outgoing telephone calls - Do all at one time

- Itemize topics before calling

- Don't socialize

3. Unscheduled visitors - Screen for importance

- Do not invite into office

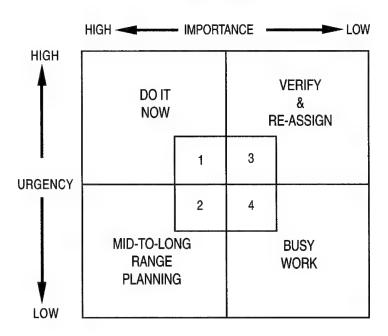
- Remain standing

4. Improper delegation - Re-delegate

5. Poorly conducted meetings - Stay focused on subject

area and on schedule

TIME MANAGEMENT (Continued)



- 1. List all tasks.
- 2. Categorize tasks using matrix.
- 3. Review quadrant 3 items; re-assign as 1, 2, or 4 as appropriate.
- 4. Do quadrant 1 tasks first; consider delegating!
- 5. Strive to maximize time for quadrant 2 tasks (be proactive!).
- 6. When all 1 and 2 tasks are complete, do quadrant 4 tasks.

KEEP A "TO DO" LIST

- 1. List all goals and tasks.
- 2. Categorize as A High value
 - B Medium value
 - C Low value
- 3. Prioritize within each category (e.g. A-1, A-2, etc.).
- 4. Accomplish all A tasks, then all B. Do C if time permits.
- 5. Review list and priorities daily.

DECISION BRIEFING

Elements of a Decision Briefing

- Purpose Issues
- Outline Agenda
- Background
- Assumptions
- Alternatives Identified
- Evaluation Criteria
- Analysis of Alternatives
- Recommendation
- Implementation Plan

Things to Expect (from Briefee)

- · Challenges to assumptions, definitions, methodology
- Does it comply with or change policy?
- Is the situation sensitive to change?
- Issues with analysis, tradeoffs, recommendations, implementation
- Open/closed questions

MANAGEMENT TOOLS & TECHNIQUES

- 1. Activity-based Management (ABM). Uses detailed economic analyses of important business activities to improve strategic and operational decisions. ABM increases the accuracy of cost information by more precisely linking overhead and other indirect costs to products or customer segments. Traditional accounting systems distribute indirect costs using bases such as direct labor hours, machine hours, or material dollars. ABM tracks overhead and other indirect costs by activity, which can then be traced to products or customers.
- 2. Balanced Scorecard. Defines what management means by "performance" and measures whether management is achieving desired results. The Balanced Scorecard translates mission and vision statements into a comprehensive set of objectives and performance measures that can be quantified and appraised. These measures typically include: financial, customer value, internal business process, learning and growth, and employee performance.
- 3. Cycle Time Reduction. Decreases the time it takes a company or program to perform key activities throughout its value chain. Cycle Time Reduction uses analytic techniques to minimize waiting time, eliminate activities that do not add value, increase parallel processes, and speed up decision processes within an organization. Time-based strategies often emphasize flexible manufacturing, rapid response and innovation in order to attract the most profitable customers.
- 4. Groupware. Refers to a broad range of technologies that allow people in organizations to work together through computer networks. These products range from sophisticated electronic mail packages to applications that link offices and employees. Organizations use such technology-aided communications to better inform strategic and financial decisions and to more effectively and economically bring together working groups. (DAU has a Groupware capability in its Management Decision Center, which is used for management decision making by offices and agencies throughout DoD.)

MANAGEMENT TOOLS & TECHNIQUES

(Continued)

- 5. Outsourcing. Occurs when a company or Government agency uses third-parties to perform non-core business activities. Contracting third-parties enables a company or agency to focus its efforts on its core competencies. Many companies find that outsourcing reduces cost and improves performance of the activity. Third-parties that specialize in an activity are likely to be lower cost and more effective, given their scale. Through outsourcing, a company or agency can access the state of the art in all of its business activities without having to master each one internally.
- 6. Business Process Reengineering. Involves the fundamental redesign of core business processes to achieve significant improvements in productivity, cycle times, and quality. In Business Process Reengineering, companies start with a blank sheet of paper and rethink existing processes to deliver more value to the customer. They typically adopt a new value system that places increased emphasis on customer needs. Companies and/or Government agencies reduce organizational layers and eliminate unproductive activities in two key areas. First, they redesign functional organizations into cross-functional teams. Second, they use technology to improve data dissemination and decision making.
- 7. Strategic Planning. Is a comprehensive process for determining what a commercial business or Government agency should become and how it can best achieve that goal. It appraises the full potential of a business and explicitly links the business objectives to the actions and resources required to achieve them. Strategic Planning offers a systematic process to ask and answer the most critical questions confronting a management team especially large, irrevocable resource commitment questions.

Ш PROBLEM SOLVING TOOLS

BRAINSTORMING

PURPOSE: To stimulate the free flow of ideas.

METHOD: Group members take turns generating ideas. One idea stimulates another and then another. Freewheeling of ideas is encouraged. Brainstorming stops when all group members run out of ideas. See the back of this page for questions that may suggest new ideas for you.

GROUND RULES:

Put judgment aside. Remember, all ideas can be thought of as starters.

No criticism allowed. This is not the time to judge an idea. Don't criticize other ideas no matter how ridiculous they may seem. The ideas can be discussed in detail later; now, the objective is to generate more ideas.

Welcome free-wheeling or blue-skying. Let those wild ideas come out-otherwise you may conceal your creative process. The impractical ideas may trigger other ideas that are possible to use.

Strive for quantity, not quality. The more ideas brought out, the better the chance of a great solution.

Combine and rearrange ideas. Single ideas aren't the only way to make a suggestion. You can make additions or combinations of previously suggested ideas to create still better ideas.

Record all ideas exactly as expressed. This keeps the mind free of remembering what was said and allows you to build on previous ideas.

BRAINSTORMING (Continued)

Why does it work?

Some of the reasons why brainstorming enhances a group's creativity are that it:

- Increases involvement and participation.
- Produces the most ideas in the shortest time.
- Reduces the need to give the "right" answer.
- Frees up the group; allows the members to have fun and is interesting.
- Reduces the possibility of negative thinking.

QUESTIONS TO STIMULATE YOUR BRAIN CELLS:

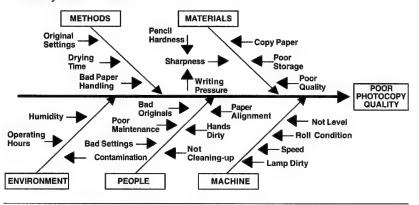
- 1. Can we use this idea elsewhere? As is? With changes?
- 2. If we change it,; Is there anything else like it? Any related issues?
- 3. Modify? Change? Rearrange? Meaning, color, motion, sound, odor, taste, form, shape, layout, etc.?
- 4. Magnify? Add what? More, stronger, larger, new?
- 5. Minimize? Subtract what? Eliminate, smaller, lighter, slower, split?
- 6. Substitute? Who, what, when, where?
- 7. Reverse? Opposite, backwards, upside down, inside out?

CAUSE AND EFFECT DIAGRAM

The cause and effect diagram is a graphical illustration of the relationship between a problem or goal (the effect) and its potential contributors (the causes). Sometimes called the "fishbone" or Ishikawa diagram.

Used for analyzing problems, a cause and effect diagram can help:

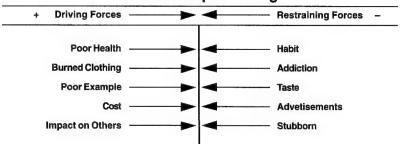
- · Determine root causes of a given effect;
- · Identify areas where there is a lack of data.



FORCE FIELD ANALYSIS

A Force Field Analysis illustrates the relationship and significance of factors that may influence the problem or goal. This analysis helps us better understand driving and restraining forces.

GOAL: Stop Smoking



Used for making decisions, force field analysis can help:

- · Identify realistic improvement opportunities;
- · Develop systematic action plan for problem resolution; and
- Create criteria for evaluating effectiveness of improvement actions.

HISTOGRAM

The histogram chart displays the distribution of a measurable characteristic (for example: weight, length, speed, etc.). A histogram shows what the variability of the data is in a graphical or pictorial manner.

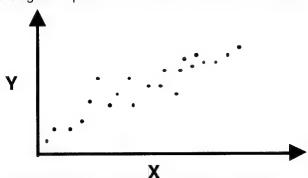
Used for data analysis, a histogram can help:

- · Present a picture of how the process is operating;
- Compare actual process measurements with an expected distribution;
- · Observe patterns in the data; and
- Investigate process stability.



SCATTER DIAGRAM

A scatter diagram depicts the correlation between two variables (X and Y).



Used for data analysis, a <u>scatter diagram</u> can help:

- Confirm a hypothesis that two variables are related.
- Provide both visual & statistical means to test the strength of a potential relationship.

SURVEYS

A Survey is used to collect data from a variable number of items or people for a comparative study. They are used when a new project is planned, to prove the need and the demand of the customer.

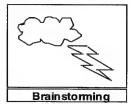
Surveys can be used anywhere in the organization to find out specific information which is necessary to make improvements in a process.

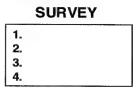
Surveys:

- Are an inexpensive way to test a system or product.
- Can be used with a large number of people or a small group.
- Can give you an overall view, determined by the questions you ask.
- Show if an organization is meeting its quality goals.
- Help identify satisfied and dissatisfied customers or employees.

Survey Process

- 1. Determine the group to be studied.
- 2. Determine what questions will be asked.





Note: Train your data collectors thoroughly. Everyone must know how to ask the questions, who to approach, and how to approach them.

- 3. Compile your results in chart form using a Pareto chart, histogram, and other tools that will give you clarification.
- 4. Use the compounded data to form a base for improvement.
- 5. Continue to take data to monitor improvements, and make sure the improvements you have made are working.

Caution!

Data must be collected honestly and consistently.

An untrained collector can skew the data to reflect personal biases.

A poor, inconsistent survey will give you invalid data.

Make sure there is enough time allowed for the collecting process.

AFFINITY DIAGRAM

An affinity diagram is a technique for organizing verbal information into a visual pattern. An affinity diagram starts with specific ideas and helps you work toward broad categories. This is the opposite of a cause and effect diagram, which starts with the broad causes and works toward specifics. You can use either technique to explore all aspects of an issue.

Affinity diagrams can help you:

- Organize and give structure to a list of factors that contribute to a problem.
- Identify key areas where improvement is most needed.

How to do it:

- Identify the problem. Write the problem or issue on a chalkboard or flip chart.
- Generate ideas. Use an idea-generation technique to identify all facets of the problem. Use index cards or sticky-back notes to record the ideas.
- Cluster your ideas (on cards or paper) into related groups. Use questions like "Which other ideas are similar?" and "Is this idea somehow connected to any others?" to help group the ideas together.
- 4. Create affinity cards. For each group, create an affinity card, a card that has a short statement describing the entire group of ideas.
- 5. Cluster related affinity cards. Put all of the individual ideas in a group under their affinity card. Now try to group the affinity cards under even broader groups. You can continue to group the cards until your definition of "group" becomes too broad to have any meaning.
- 6. Create an affinity diagram. Lay out all of the ideas and affinity cards on a single piece of paper or a blackboard. Draw outlines of the groups with the affinity cards at the top of each group. The resulting hierarchical structure will give you valuable insight into the problem.

AFFINITY DIAGRAM EXAMPLE

A publication team wanted to reduce the number of typographical errors in their program's documentation. As part of a first step, they conducted a brainstorming session that produced the following list of factors that influenced errors.

Computers
Proofreading Skill
Unreasonable Deadlines
Lighting
Chair Height
Desk Height
Technical Jargon
Handwriting
Slang
Draft Copy
Distribution
Final Copy
Computer Skill
No Measurements

No Feedback Printers Noise Typewriters Comfort Time of Day Interruptions Grammar Spelling Punctuation Font Editing Skill Typing Skill

The following affinity diagram helped them to focus on areas for further analysis.

Typographical Errors

Environment Equipment **Ergonomics** Interruptions Computers Noise **Printers** Unreasonable Lighting **Typewriters** Deadlines Desk Height Chair Height Comfort Training Time of Day Typing Skill Editing Skill Original Document Computer Skill Proofreading Skill Author Skill Requirements No Definition Handwriting Draft Copy of Quality Grammar Final Copy No Measurement Punctuation Distribution No Feedback Spelling Font Technical Jargon Slang

Affinity Diagram

PAIRWISE RANKING

Pairwise ranking is a structured method for ranking a small list of items in priority order.

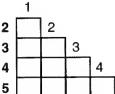
Pairwise Ranking can help you:

- · Prioritize a small list.
- Make decisions in a consensus-oriented manner.

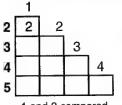
How to do it:

1. Construct a pairwise matrix

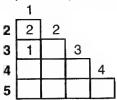
Each box in the matrix represents the intersection 3 (or pairing) of two items. If your list has five items, a the pairwise matrix would look like this, with the top 5 box representing idea 1 paired with idea 2:



2. Rank each pair. For each pair, have the group (using a consensusoriented discussion) determine which of the two ideas is preferred. Then, for each pair, write the number of the preferable idea in the appropriate box. Repeat this process until the matrix is filled.



1 and 2 compared 2 is better



1 and 3 compared ...and so on 1 is better

2 2 3 1

4 and 5 compared 5 is better

3. Count the number of times each alternative appears in the matrix.

Alternative 5 ranks 1st overall

Alternative	1	2	3	4	5
Count	2	3	1	0	4
Rank					

untill...

4. Rank all items. Rank the alternatives by the total number of times they appear in the matrix. To break a tie (where two ideas appear the same number of times), look at the box in which those two ideas are compared. The idea appearing in that box receives the higher ranking.

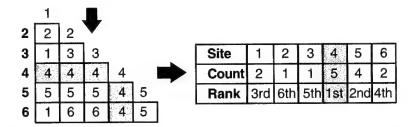
Alternative 5 appears 4 times in the matrix

Alternative	1	2	3	4	5
Count	2	3	1	0	4
Rank	3rd	2nd	4th	5th	1st

PAIRWISE RANKING EXAMPLE

A program team was asked to recommend a site for testing a unique portion of a system. A feasibility study produced a list of six possible locations. The team then used pairwise ranking to determine that Nellis AFB was best suited for this particular test.

- 1. Fort Huachuca
- 2. Edwards AFB
- 3. Kirkland AFB
- 4. Nellis AFB
- 5. Eglin AFB
- 6. Hanscom AFB

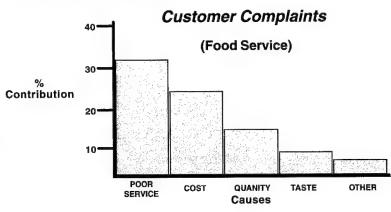


PARETO CHART

A bar chart which arranges contributing factors/causes to a problem in order with respect to their degree of contribution to the problem.

Used for analyzing problems, a Pareto chart can help:

- Select improvement opportunities;
- Identify root causes with greatest impact from a cause and effect diagram;
- Check results of improvement efforts by comparing Pareto charts before and after action is taken.



BENCHMARKING

Benchmarking is the process of measuring products, services, and practices against the toughest competitors or those known as leaders in their field. Benchmarking can help you:

- · Understand how you compare with similar organizations.
- · Identify areas for process improvement.

How to do it:

Identify the process to be benchmarked. Select a <u>process</u> (as opposed to a product) that is important to both your organization and your customers. Be sure the process in your organization is similar to, <u>and measured in the same manner</u>, as the one it's being compared to.

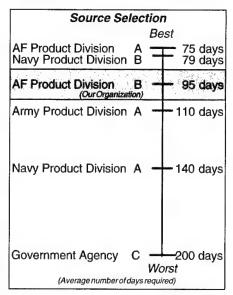
Study other organizations. Develop a list of organizations with comparable products and services. Determine what specific processes the organization performs. Based on this information, rank the organizations from best to worst.

Compare and evaluate. Compare your <u>process</u> to the best and worst cases, and list the important differences. These differences can suggest potential improvements to your process.

Benchmarking Example

Using inputs their customers provided, the executive leaders at AF Product Division B decided that their source selection process needed improvement. As part of the initial analysis, they wanted to see how their process compared with others. They determined that the average number of days required for source selection was an important process measure.

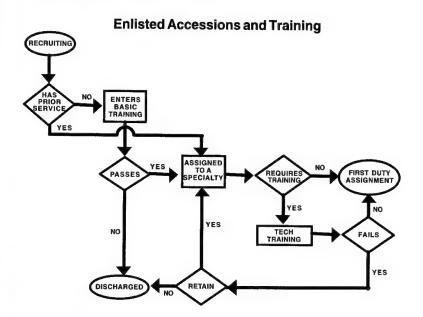
As a result of this analysis, representatives visited AF Product Division A and Navy Division B and studied their source selection procedures.



Note: Benchmarking is *not* replicating a process from an organization that excells. (Unless your goal is to be 2nd best.) It *is* studying the process, clearly understanding the theory behind the process and then restudying your own process to determine improvements.

FLOWCHARTING

A flowchart is a graphic representation of the steps of a process. Flowcharts help us understand the process by mapping out the steps in as much or as little detail as needed.



Used for analyzing a process, a flowchart can help:

- · Understand the existing process;
- Locate improvement areas in a process;
- Document changes to a process;
- · Show relationships between different steps in a process; and
- · Identify critical stages of a process.

There are standard flowchart symbols. When you are developing a flowchart, especially in a group environment, the goal is to chart the process. Don't waste time debating which shape a symbol should be. A flowchart that doesn't use the standard symbols can be just as useful as a chart that does use them.

STANDARD FLOWCHART SYMBOLS

This Symbol	Represents	Some Examples:
(TWA, F)	Start/Stop	Recieve Trouble Report Machine operable
	Decision Point	Approve/Disapprove Accept/Reject Yes/No Pass/Fail
325	Activity	Drop off travel voucher Open access panel
	Document	Fill out trouble report
	Connector (to another page or part of the diagram)	(A) (B)

DEPLOYMENT FLOWCHARTS

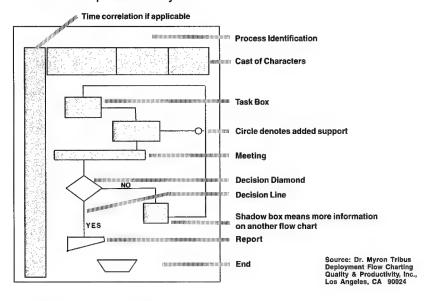
A deployment flowchart shows the process flow and the work groups involved in each step. It provides a graphic representation of a given process or system work groups, or individuals responsible for each activity.

A deployment flowchart is used anytime individuals or groups need to analyze a process in order to improve a system.

Deployment flowcharts are used for various functions such as training agenda, daily schedule, meeting analysis, emergency procedures, purchasing process, communication procedures, maintenance process, etc.

Deployment Flowcharts:

- Identify involvement in a process, as it relates to the whole process.
- Define work processes, and identify existing loops through people or departments.
- Visualize a process or system.



Deployment Process

- 1. Select a process or system to analyze.
- 2. Identify the cast of characters (people involved in the process).
- 3. Document the existing process using the flowchart symbols.
- 4. Discuss changes to be made in the process with all those involved with the process.
- 5. Update the deployment flowchart with the proposed changes and implement the new process
- 6. Study the effectiveness of the change and return to step #1 above.

NOMINAL GROUP TECHNIQUE (NGT)

Ranking of consensus

Why?

Allows a team to come to consensus on relative importance of issues, problems, or solutions by combining individual importance rankings into a team's final ranking.

What?

- Builds commitment to the team's choice through equal participation in the process
- Allows every team member to rank issues without being pressured by others
- Puts quiet team members on an equal footing with more dominant members
- Makes a team's consensus (or lack of it) visible; the major causes of disagreement can be discussed.

How to do it:

- 1.Generate the list of issues, problems, or solutions to be prioritized
- In a new team with members who are not accustomed to team participation, it may feel safer to do written, silent brainstorming, especially when dealing with sensitive topics.
- 2. Write statements on a flipchart or whiteboard
- 3. Eliminate duplicate and/or clarify meanings of any of the statements
- As a leader, *always* ask for the team's permission and guidance when changing statements.
- 4. Record the final list of statements on a flipchart or whiteboard

Example: Why does faculty have inconsistent output?

- A Lack of training
- B No documented process
- C Unclear quality standards
- D Lack of cooperation with other departments in developing standards
- E Highturnover



Use letters rather than numbers to identify each statement so that team members do not get confused by the ranking process that follows.

5. Each team member records the corresponding letters on a piece of paper and rank orders the statements

Example: Larry's sheet of paper looks like this:

- A 4
- B 5
- C 3
- D 1
- E 2



This example uses "5" as the most important ranking and "1" as the least important. Since individual rankings will be later combined, this "reverse order" minimizes the effect of team members leaving some statements blank. Therefore, a blank (value = 0) would not, in effect, increase its importance.

6. Combine the rankings of all team members

	John	Paul	George	Ringo	Mary		Total
Α	4	5	2	2	1	=	14
В	5	4	5	3	5	=	22
С	3	1	3	4	4	=	15
D	1	2	1	5	2	=	11
Ε	2	3	4	1	3	=	13

"No documented process," B, would be the highest priority. The team would work on this first and then move through the rest of the list as needed.

Variation:

Weighted Multivoting

Each team member *rates, not ranks*, the relative importance of choices by distributing a value, e.g., 100 points, across the options. Each team member can distribute this value among as many or as few choices as desired.

Example:

	John	Paul	George	Ringo	Mary		Total
Α	20		10			=	30
В	40	80	50	100	45	=	315
С	30	5	10		25	=	70
D		5	10		20	=	35
Ε	10	10	20		10	=	50

With large numbers of choices, or when the voting for the top choices is very close, this process can be repeated for an agreed upon number of items. Stop when the choice is clear.

CREATIVE PROBLEM SOLVING

PROCESS STEPS

- 1. List perceived problems
- 2. Gather relevant data
- 3. Define actual problem
- 4. Determine alternative solutions
- 5. Analyze and evaluate alternatives
- 6. Select solution
- 7. Validate solution

DIVERGENT THINKING*

- 1. Accept all ideas and alternatives
- 2. Defer judgment or evaluation
- 3. Discuss, combine, hitchhike, improve ideas
- 4. When exhausted, move to converge

CONVERGENT THINKING*

- 1. Establish categories of alternatives
- 2. Develop evaluation criteria
- 3. Avoid premature closure
- 4. Keep eye on objective
- 5. List strengths and weaknesses
- 6. Select best alternative or idea

^{*}Used sequentially during all problem-solving steps

KNOT CHART

The Knot Chart is useful for:

- · Initially sorting the wheat from the chaff
- Organizing/coordinating the next steps of the problem solving process

Know	Need to know	O pinion	Think we know

As you work your way thru the problem, everything should move into the left column – Know.

QUALITATIVE PROBLEM SOLVING (Kepner-Tregoe)1/

Deviation Statement: (Describe the actual performance vs. should performance)

	Is	ls Not	What is distinctive about "Is" vs. "Is Not"?	Does the distinction suggest a change?					
Specifying Question									
What? (Identify)									
Where? (Location)									
When? (Timing)									
Extent? (Magnitude)									
Possible Causes:									
Most Likely Cau	use:								

- 1. Define deviation.
- 2. Describe what deviation IS and IS NOT.
- 3. List distinctions between what deviation IS and IS NOT.
- 4. Do distinctions indicate or suggest a change?
- 5. Determine possible causes based on distinctions and changes.

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GANTT CHART

A Gantt Chart is used for planning schedules and managing projects. It is a method for basic planning and work instruction.

How to do it:

1. The Gantt Process begins by listing the activities of a project in order of execution.

ACTIVITIES

- 1. Requirements are written
- 2. Finances are arranged
- 3. Bidding takes place
- 4. Contractor is selected
- 5. Prototype is built
- 6. Testing begins
- 2. Place the number of each activity across the top of your chart. Time duration such as days, weeks, years, etc., can replace activity numbers if appropriate.
- 3. Draw vertical lines across the chart for each item.
- 4. Starting with number 1 begin comparing the activities. Can number 1 be done at the same time as number 5 or 6?
- 5. Draw horizontal lines to indicate which activities can be done simultaneously.

ACTIVITIES	1	2	3	4	5	6
1. Requirements are written	7270783					
2. Finances are arranged						
3. Bidding takes place						
Contractor is selected			175.00			
5. Prototype is built				- SELECTION	ANT STORY	
6. Testing begins					Medica	Aledik Admis

6. You now have an overview of your project giving you a starting point, and time saving measures to help you complete the project on time.

Notes